

The UK's **Best Selling** Nintendo Magazine

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**WORLD'S FIRST
SHOTS AND INFO**

Metroid Prime 2: Echoes

**FIRST
E3
SHOTS**

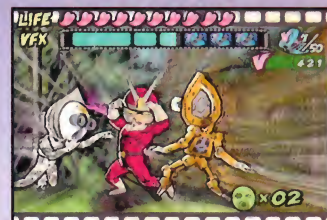
**Beat the
Metal Gear bosses**



**GAMES
OVERLOAD!**



Paper Mario 2



Viewtiful Joe 2



Pikmin 2



Wario Ware GC

PLUS!

- First reviews of **F-Zero GP Legend** and **Boktai**
- **Metroid: The Movie** • First shots of **FIFA 2005** *plus loads more!*



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**ENGLAND 2004 COLLECTOR
CARDS IN**

WAGON WHEELS

PROMOTIONAL PACKS

To celebrate the European Championships, Wagon Wheels has teamed up with Topps to offer you this limited edition set of Team England collector cards. Each card has the picture of a player together with fascinating facts and figures.

There are 2 cards to be found in every Wagon Wheels 6-pack, and 4 cards in the Wagon Wheels 8 and 12-packs.

Genuine Player Autographs

We managed to get **Wayne Bridge** and **Glen Johnson** to interrupt training to sign a total of 2,500 cards so if you see their picture on one of the card sheets inside your Wagon Wheels pack, you'd better look after it. It's really rare!

So...Get Collecting

THE SET

01 England, 02 David Beckham, 03 Nicky Butt, 04 Sol Campbell, 05 Ashley Cole, 06 Joe Cole, 07 Steven Gerrard, 08 Emile Heskey, 09 David James, 10 Frank Lampard, 11 Gary Neville, 12 Michael Owen, 13 Wayne Rooney, 14 Paul Scholes, 15 John Terry, 16 Darius Vassell
As well as these 16, if you're really lucky you may find one of the few signed Wayne Bridge or Glen Johnson cards!

Welcome

Welcome to *NOM UK*



Games are all
about fun and
this month one
game has made
us laugh more
than any other
– *Wario Ware*.

We've played the GBA one to death, but it's a million times better on GameCube. Mess up and your mates will see it. They will laugh themselves stupid, then it will be their go. Now watch them trip up. Round and round you go, howling with pain and getting better every round.

This is one of the best ever multiplayer games. It's not the same as *GoldenEye 007* four-player, it's just insane fun from the start and even though it's not due out here yet, at least you can say you read about it first in *NOM*.

Enjoy the mag!

Tim Street

Tim Street, Editor



Nintendo®

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(and the *Wario Ware* game they can't do)

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Eurogamer Network, supplier of content to Nintendo Official Magazine.
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A one-year UK subscription is currently £45; Europe £46.65; World £71.65.

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Back issues cost £3.95 UK; £4.95 Europe and Rest of the World.

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ANSWERS TO THE ROCK-HARD QUIZ, p31

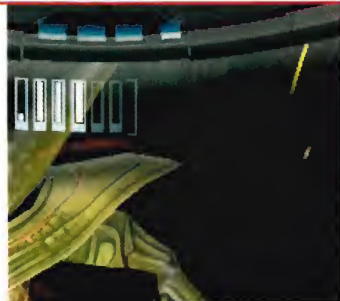
1) Ridley – Super Metroid; Super NES; 2) Banza Bill – Super Mario World; Super NES; 3) Boo – Luigi's Mansion; GameCube; 4) Yarn – Resident Evil; GameCube; 5) Panther King – Conker's Bad Day; N64; 6) Kreming – Donkey Kong Country; Super NES; 7) Gruntilda – Banjo-Kazooie; N64; 8) King Boo in a Bowser suit – Luigi's Mansion; GameCube; 9) Burt the Bassist – Super Mario World 2; Yoshi's Island; Super NES

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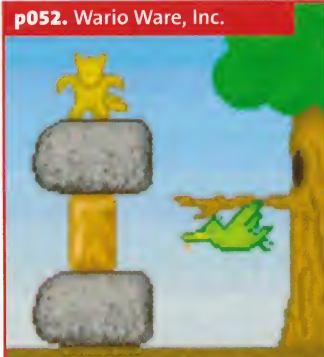
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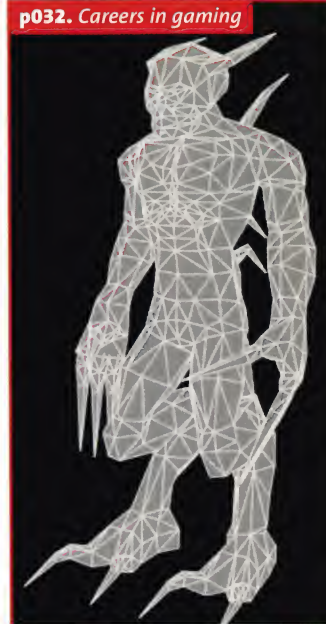
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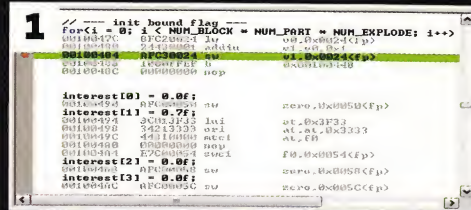
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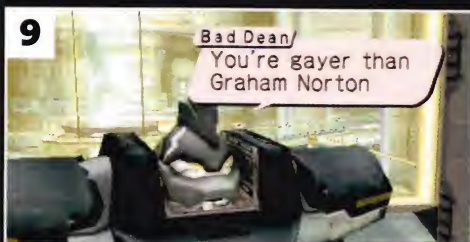
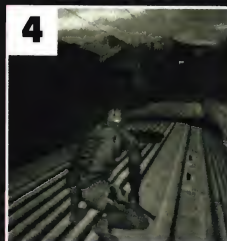
Metroid Prime 2: Echoes

006



10 Things we didn't know last month...

1. The job of making video games isn't that glorious after all (World of Nintendo, p032)
2. Swedish OAPs are the new champions of comedy (World of Nintendo, p020)
3. There are Pikmin in the bushes outside the NOM UK offices (Pikmin 2, p042)
4. Sam Fisher never pays his train fare (Pandora Tomorrow, p058)
5. Sylvia was just pretending to be defenceless in the first Viewtiful Joe (Viewtiful Joe 2, p048)
6. Our in-flight entertainment to E3 is totally sorted (Mario Golf Advance, p056)
7. Green strips on the road will replace rip-off car mechanics (F-Zero GP Legend, p066)
8. Watching a monkey ride an ostrich would be funnier in real life (Donkey Kong Country 2, p074)
9. Swearing at PSO fans is more fun than the actual game (PSO III: C.A.R.D. Revolution, p070)
10. Mike's worst nightmare is having bony fingers shoved up his nostrils (Wario Ware, Inc., p052)



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Samus' new toilet brush Arm Cannon attachment should deal with this stubborn floater

Metroid Prime 2: Echoes

Chozo Lore states that this Samus sequel will blow you away. Power up your Arm Cannons as we follow the bounty hunter into a whole new world.

"With a new arsenal, new visors and multiplayer killing sprees, *Echoes* will blow *Prime* away."



Imagine the Millennium Stadium stuffed full of games. Everywhere you look there's a TV playing the coolest new title and the din is louder than the FA Cup Final. Well that's what E3 is all about and by the time you read this the annual games overdose will be over as the LA Convention Center, downtown in the City of Angels, shuts its doors for another year.

The Center is massive and a mecca for every games hack. In one corner of the huge auditorium sits the Nintendo stand, standing proud and laughing at the smaller PS2 booth on the other side of the carpet.

The Nintendo booth is lined with

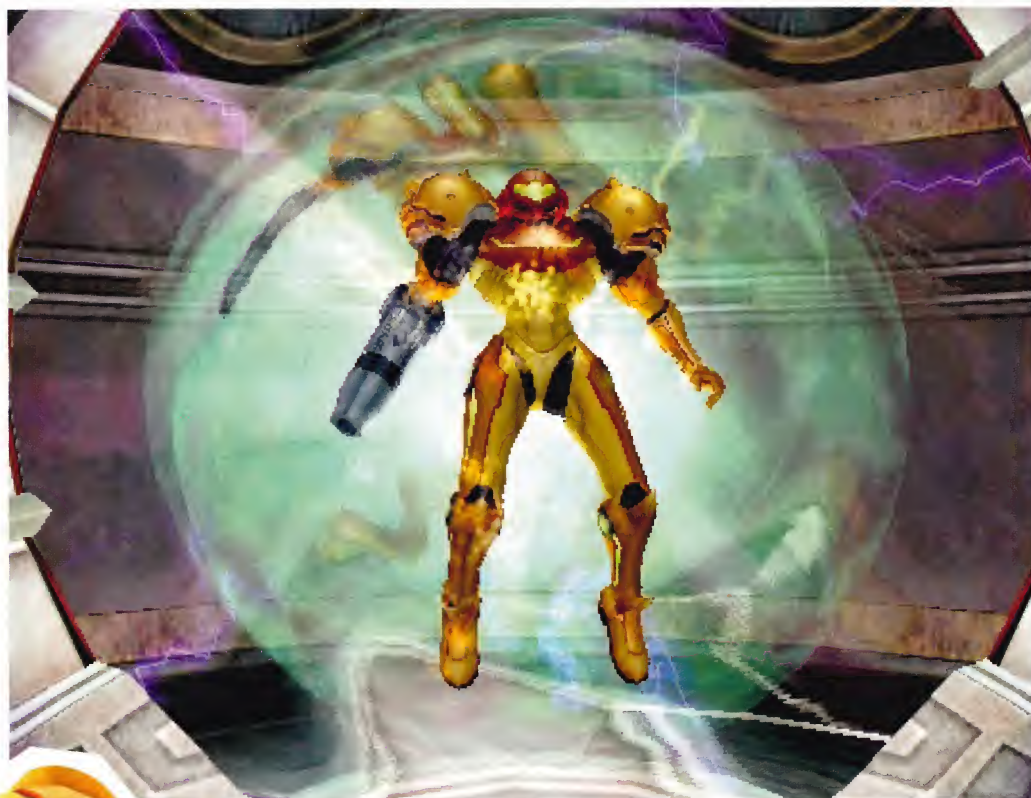
banks of TVs showing everything on GameCube, GBA and the brand-new Nintendo DS. It's usually bursting at the seams as people stand impatiently waiting for their turn to jump on and you wander around sucking up the atmosphere like a human Kirby. But this year there's one game that everyone has come to see and there will be rows and rows of TVs showing only one thing.

Thankfully you won't have to wait for N5 to see the sequel to *Metroid Prime*. Lock and load space cowboys, Samus is back in action as *Echoes* comes your way. »



» Last year's E3 was awesome as *Mario Kart Double Dash*, *Rebel Strike*, *Metal Gear Solid: The Twin Snakes* and *Prince of Persia* ruled, but what really whet our appetite was the fifteen-second movie of Samus Aran's GameCube sequel. It showed Samus leaping out of her Morph Ball and getting her ass kicked by a huge creature with massive claws on each arm, a creature who could cloak itself and shift around in the blink of an eye. Now the sequel's well into development and we've got the lowdown on this fantastic sequel along with some mint new screenshots for you to drool over.

From what we know, Samus Aran is definitely going to have her work cut out and as the galaxy's coolest bounty hunter you're on your way to a new planet that has been torn apart. This ruined planet is split into hemispheres of light and never-ending darkness – it's Samus' top-secret mission to find out what triggered these events. Using the power of her Arm Cannon and a



❑ Trapped in a soap bubble. Now we see why Samus hasn't washed her suit for six games

number of different visors, just like the first GameCube outing, you just know the lady in the Power Suit will be one mean killing machine.

What *NOM* has also learnt is that there's a warring race called the Ing on this planet. It's a classic good versus evil plot, and Samus is right in the thick of things. That might sound a lot simpler compared with the suspense of previous encounters, but throughout this space adventure a strange entity is continually on the heels of our heroine.

If you remember the first game you may have some idea who that could be.

Of the screenshots we've been able to obtain, one is of a dark Samus clone shooting from a space ship. There's no word yet on who this actually is (it may just be a member of the dark Ings, a Space Federation member from *Fusion* considering the subtle differences with Samus' suit, or the guy on the ground before the Kraid battle in *Super Metroid*), but there may be some hint from *Metroid Prime*.

If you haven't finished Samus' first GameCube adventure then you'd be wise to skip this part, but for those who have, read on. Taking an educated guess we think this

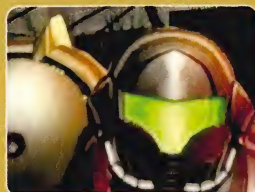


The E3 2003 trailer

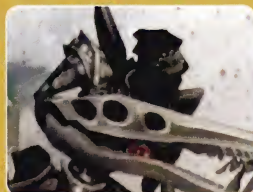
At E3 2003 Nintendo unveiled the first movie of *Metroid Prime 2: Echoes* and even though the movie was just a few seconds long it gave us a taste of things to come. The trailer began with Samus leaping out of her Morph Ball form and suddenly finding herself under attack from a huge beast just as she charged up her Arm Cannon.

It appears that Samus has some difficulty trapping the beast as it disappears when it throws her to the floor, causing it to disappear, cloaked, and reappear elsewhere.

Don't worry though, you will be coming face to face with this monster in the final game as the screenshot on p10 proves!



❑ Samus lands on an unforgiving planet...



❑ ... but the locals don't appear to like strangers.



❑ Knocked to the ground, she turns around...



❑ ... to see this massive beast screeching at her.



❑ Move now Samus or you're gonna cop it!



□ The stance, the lighting, the focused energy – it all says BA-ZAAAAAK!



□ Samus gets her bearings – yes, definitely left the Fiesta outside Asda

character is *Metroid Prime*. Now we don't know this for sure, but if you remember the last game, *Prime* doesn't die and managed to nick one of Samus' suits. Could it have the power to become a replica of our beloved bounty hunter? It certainly makes sense, but there's no official word.

As in previous games Samus has a variety of skills at her disposal and she's sure going to need them when she comes face to face with the enemies on the Ing's home planet. Fortunately, the gun-toting star of the show can roll into a Morph Ball just like before, using its protective coating to avoid any flak and to scoot through tunnels and along tracks. It's easily one of the most fun game mechanics ever made and we can't wait to go zipping around the planet.

In addition to the Morph Ball, Samus will also have her visors to call upon in different situations. From one of the

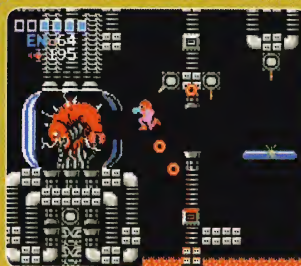
screenshots we've seen, Samus will be able to call upon the Combat and Scan visors again, so it appears that there will be plenty of items to scan to get that elusive 100% rating. And if it's similar to the last game Samus will be able to use the Scan visor to understand what caused the planet to split in such a catastrophic way.

In a change to the last game, the visors are no longer the same colour, but have been colour coded to help you out in the heat of battle. At first you might not think this is anything to shout about, but when you look at the screenshots something will catch your eye and that's one of the game's new visors.

From what we've deciphered from the screenshots, one of the visors Samus will be able to use is some kind of Sonar visor, marked by a green sound icon that sits at the bottom of the four that are available. Plus, with a game title called *Echoes* it

Metroid: a one-minute history

Never heard of Samus, Zebes or a cute lady called Mother Brain? This is your chance to catch up as *NOM* treats you to a distilled history of the *Metroid* universe. It's all you need to know about the classic series...



METROID (NES)

Year: 1987

Plot: Samus' first mission on Zebes was to stop Mother Brain and her Space Pirates from utilising the powers found within Metroids.

Best bit: Cracking open Mother Brain's protective glass casing and blasting missiles into her 'face' was a satisfying reward for a long and challenging journey.



METROID ZERO MISSION (GBA)

Year: 2004

Plot overview: A retelling of Samus' first mission with improved visuals and a reworked map to bring it up to modern standards.

Best bit: Finding your guns after having lost them in the mother ship. The hiding's over. Now you can obliterate the suckers.



METROID PRIME (GC)

Year: 2003

Plot: Set between *Metroid* and *Metroid II*, Samus explores Tallon IV, uncovering the dark history of the Chozo and the mysterious deadly Phazon that they tried to contain.

Best bit: Landing on Tallon IV and stepping out into a living, breathing *Metroid* planet. The landscape, the rain – unforgettable.



METROID II (GAME BOY)

Year: 1991

Plot: The Galactic Police instruct Samus to eliminate the Queen Metroid which is hiding deep inside the planet SR388 (Zebes) and destroy the Metroid species.

Best bit: On finally beating the Queen, your reward is a spectacular ending (but only if you completed the game in under three hours).



SUPER METROID (SNES)

Year: 1994

Plot: Space Pirates steal the last remaining Metroid from the Galactic Research Station and attempt to harness its power. It's back to Zebes with Samus, then.

Best bit: Exploring the eerie Space Station, then being scared witless by Ridley's ambush and the Station's self-destruct sequence.



METROID FUSION (GBA)

Year: 2003

Plot: Portions of Samus' suit were stolen from a lab after being removed to save her from the X Virus. Samus goes in to investigate.

Best bit: When you encounter the SA-X (a powerful clone of Samus) and you're forced to flee for your life. It's scarier than skydiving without a parachute.

Samus' new HUD

A new planet, a new suit and a new window on the world. *NOM* explains *Echoes*' new Head-Up Display...

❑ RADAR

The wedge showing Samus' field of vision isn't shown here, but you'll still be able to spot where enemies are thanks to the orange dots.


❑ THREAT ASSESSMENT

This warns Samus of nearby environmental danger. There's an exclamation mark at the top, but will this light up when the danger is extreme?

❑ ENERGY RESERVES

Instead of a horizontal energy gauge *Echoes* now has five energy tanks in reserve, the first displayed as a number to the left.

❑ MAP


Only a small section of the map is visible on screen, but if you press the  button you'll pull up a full-scale map of the world you are on.



❑ VISORS

There are four of these which can once again be selected using the D-Pad. In a change to the last game they are now colour coded.

❑ MISSILE TARGET

Use this to aim for the face and then... BLAM! The  button will also enable you to target, lock-on to enemies and scan items.

❑ MISSILE RESERVES

Once again your missiles are displayed on the right of the HUD. When you've got them armed the display will glow much brighter.

❑ BEAM WEAPONS

The hand icons from last time have been removed and like the visors are now colour co-ordinated for your viewing pleasure.

certainly adds weight to this argument that sound plays a major part in Samus' quest.

As with all *Metroid* games though there are going to be some mint bosses to destroy and if they are as good as Sheegoth and Thardus from the last game we're itching to get our paws on the final version. From the screenshots Nintendo has released one of the bosses you'll encounter is a giant sand worm, complete with three heads to take down using Samus' firepower.

With a dark, eerie sky it really sets the scene for a foreboding battle – could this strange beast be one of the fiercest bosses you encounter on the dark side of the planet? Or maybe the hardest yet in any of Samus' adventures?

But perhaps the biggest piece of news to come out of these tantalising *Echoes* screenshots is the fact that *Metroid* is going multiplayer for the very first time since it began on the NES.

Up to four people will be able to plug in and play in the game's battle arenas and with the chance to race away from your mates

Now it's four player!

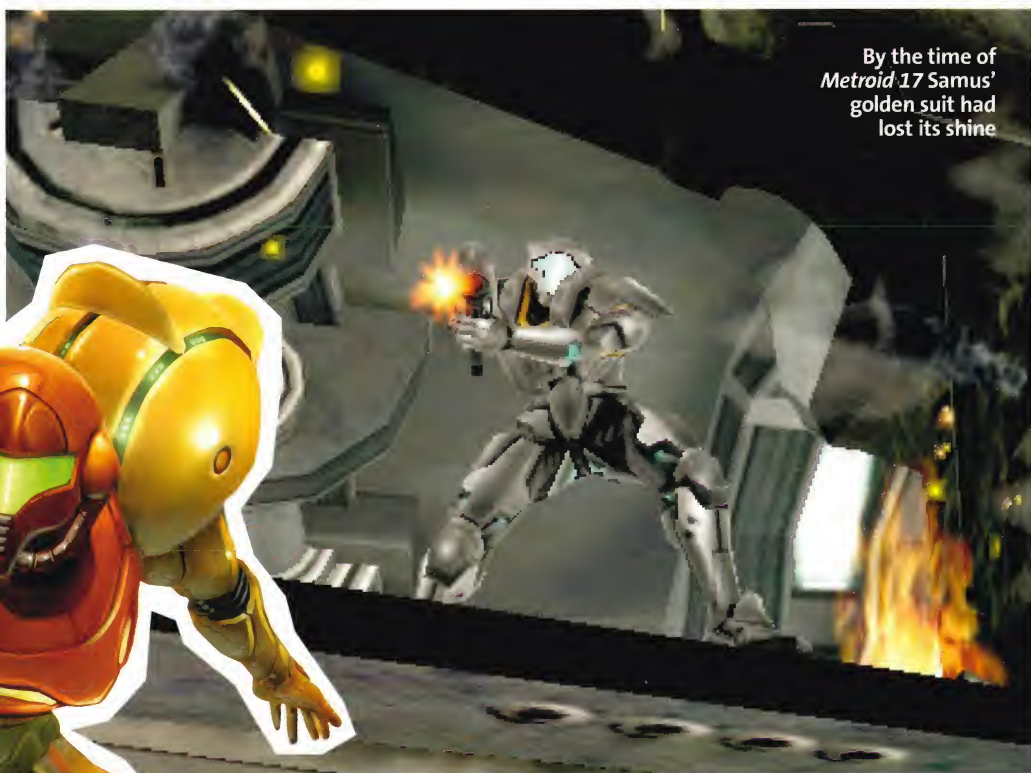
You'd never have thought it before, but come the arrival of *Echoes* you'll be able to play as four different Samus' and battle it out in multiplayer arenas.

Details are pretty scarce at the moment, but from what we know up to four mates can duke it out as you race to find the meatiest weapons and blast your mates with your charged-up firepower. You can also turn into a Morph Ball to race away from the scene of your crime and even use other Samus manoeuvres like the Grapple Beam.

In another interesting feature, it appears that Chozo artefacts can be picked up during the mental multiplayer action. Quite whether these are an objective or give you hints as to your goal remain to be seen.



By the time of *Metroid 17* Samus' golden suit had lost its shine



in a Morph Ball or stand firm and blast them with your Charge Beam. It's surely a dream come true for any fans of the series.

There's still a long way to go until *Metroid Prime 2: Echoes* is sitting snugly in our GameCubes, but if these first screenshots are a taste of what's to come we want a piece of the action right now.

With new additions to her arsenal, multiplayer killing sprees and the possibility of new visors this is surely going to blow *Prime* clear out the galaxy. We can't wait for you Samus old girl, the last year has been a lonely place. **Tim Street**

ESSENTIALS

THE DEVELOPER: RETRO STUDIOS

FAMOUS FOR:

Metroid Prime, easily one of the best games of 2003 and one of GameCube's finest adventures. They also showed *Raven Blade* at E3 2001 before canning it to make *Prime*.

MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: NINTENDO

RELEASE: TBC

REVIEW: TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

Your prayers have been answered. If they don't tinker too much and add a cracking plot to continue Samus' story, you're looking at a belter.

90
PLUS



□ The future of Britain's train network, right here...

Samus: The Movie

Imagine there was a *Metroid* movie. Now stop imagining and start screaming, because you just might be watching it sometime around the summer of 2006. Get in!

Metroid: The Movie by Jonathan Woo. First draft, May 2004

FADE INTO:

INT. TOURIAN, THE LAIR OF MOTHER BRAIN - HALF-LIGHT.

ANGLE ON:

An access LADDER, as Samus Aran clammers down the rungs into mist and shadows. The CLANK, CLANK of metal on metal as she moves. Samus stops, checks her ICE BEAM and jumps the final FIFTEEN feet, landing in a SOUNDLESS roll.
[NOTE TO SELF: Possibly while riding backwards on huge, futuristic motorbike!]

ANGLE ON:

A SMALL SUB-CAVE as a single METROID creature stirs in the darkness.

INTERCUT WITH:

Samus checking her MISSILE ammunition as -

The METROID emerges, a horrifying brain-jellyfish with HUGE FANGS. It approaches Samus from the rear, a trail of slime dripping in its wake -

ANGLE ON:

Samus from behind as she bends over, checking her POWER SUIT - the beast closes in -

ANGLE ON:

The METROID as it sees Samus' armoured backside. Its FANGS shoot out another THREE INCHES and SNAP together, ready to bite. It's almost on her as -

Samus turns and raises her ARM CANNON.

SAMUS ARAN (electronic voice filter)
Kiss my ass! [NOTE TO SELF: or maybe "ice to see you!"]

BOOM! - she fires, freezing the monster. It hangs in the air, twitching beneath the ice. Suddenly it's scared. Samus knocks it to the floor.

ANGLE ON:

A RED HEALTH PICK-UP rises out of the corpse like a little blonde girl's balloon caught on the updraft of stolen childhood memories. Samus watches it disappear from view.
[NOTE TO SELF: Hope audience will appreciate subtlety]

ANGLE ON:

Samus' armoured boot stamping down as she CRUSHES the frozen METROID into ice cubes.

SAMUS ARAN (electronic voice filter)
It's a-boot time you died, mother-lover! [NOTE TO SELF: Yeah, subtlety rules!]

PULL BACK:

To Reveal the whole CAVERN, suddenly alive with HISSING and the SNAPPING of METROID fangs. The hideous monsters rise from all around, surrounding Samus.

SAMUS ARAN (electronic voice filter)
Your brains are making me sick.
(sound of ARM CANNON being cocked)
But I'm the medicine. [NOTE TO SELF: this sounded better in my head]

ANGLE ON:

Samus as she's hit by a wave of METROIDS. Her ICE BEAM freezing anything that gets close - the floor filling up, soon knee high with dead METROIDS and rising. But -

CUT TO: SAMUS' P.O.V.

As a HUGE METROID closes in for the kill. It DODGES her ICE BEAM and SLAMS into her FACEPLATE. Its FANGS smash through the glass, an inch from her face.

SAMUS ARAN (electronic filter)
Aaaaaaaaargghh!

SMASH CUT TO:

GAME OVER screen. [Audience leaves saying Woo is rubbish at games.]



5/10

Britney Spears
D.O.B: 1981
Seen her roll about in her first video. Note: must ask her for a snog.



9/10

Elisha Cuthbert
D.O.B: 1982
Showed real attitude in 24 - perfect for battles against the Mother Brain. Natural blonde, too. Bonus!

Samus: a fit bounty hunter in a powerful war suit with big guns and the ninja skills to use them. It's like *Tomb Raider*, *The Terminator* and *Mission: Impossible* all rolled into one.

It'd make a great movie and, believe it or not, it's actually going to happen. Director, John Woo, has picked up the rights to make it and he's hoping for a release sometime in 2006!

If, like Mike, you have no idea who Mr. Woo is, he directed *Hard-Boiled*, *Mission: Impossible II* and *Face/Off*. John is not a believer of subtlety and has created some of the most over-the-top action scenes ever.

Even more amazingly, we've managed to steal part of Woo's early Metroid script. Sadly Mike was killed during the daring raid.

Sarah-Michelle Gellar

D.O.B: 1977

She's got the Samus attitude alright, but at 5'2" she's about as threatening as a yapping poodle in a doggy body-warmer.



4/10



8/10

Barbara Windsor
aka Peggy Mitchell

D.O.B: 1937
A fighter at heart, she's the mother of Grant and Phil Mitchell – she must be well 'ard.

Can Woo do it wight?

Just because the *Metroid* games are ace, it doesn't mean the film will be, too. Just look at the history of game-inspired films. It's been a rocky ride, but here's a taste of what's come before...



RESIDENT EVIL

Year: 2002

A military task force get trapped in a zombie-filled laboratory after being sent in to contain a deadly virus that has spread throughout the facility. It's a pretty average movie, but with plenty of massive guns and gore, it's probably the best game-to-movie tie-in so far.



MORTAL KOMBAT

Year: 1995

MK and the sequel, MK: *Annihilation* had the potential to be cool movies. All the blood-thirsty fighters were there, but unfortunately you don't get to see someone have their heart pulled out or get cut in half by a hat. And the plot is tacky, too.



LARA CROFT: TOMB RAIDER

Year: 2001

We went to see *Tomb Raider* when it came out. Why? Because the foxy Angelina Jolie is WELL-FIT. The action, average. The plot, typical. The eye candy, top class! What would Angelina look like in a Samus outfit? We'd love to find out, Mr Woo.



STREET FIGHTER

Year: 1994

Jean-Claude Van Damme, should have read the script PROPERLY, then run a mile. Seriously. Kylie Minogue in a martial arts movie? That was a joke from the start. No matter how much we all wish we were Ryu, we can't like this film.



SUPER MARIO BROS.

Year: 1993

If it were up to us this film would be made illegal and its creators locked up. The diabolical recreation of Mario and the Mushroom Kingdom are an insult to the plumber. What the HELL's up with those Goombas? Rubbish.



ETERNAL DARKNESS

Year: TBC

TV and film-production company, Hypnotic, has picked up the rights for this. And although it hasn't announced any details at all, we're counting on a chilling film with an epic story. And we'd sure love Ms. Jolie to play Alex Rivas.



World of Nintendo

INSIDE World of Nintendo

THE FUTURE IS PERFECT

'Splitters is back, but there's no word on the monkey.

14

CHOCKS AWAY!

Diddy Kong Pilot is dead. Long live Banjo Pilot.

15

IT'S PARTY TIME

Wario's parties are cooler, so Mario's heading to GBA.

18

POKÉMON CARD TOURNEY

If you win you could be going to Disney World!

21



BE A BATTLEMASTER

You came, you played, you saw the NOM team...

24

THE KING OF FAIRWAYS

There's a big surprise coming to Mario Golf...

26

ANIMALS ARE CROSSING!

Tom Nook's shop will be open for business soon!

28

WORK IN GAMES

Dr Mario's got a remedy if you want to get into games.

32



E3 COMES EARLY

Games giant EA sneaks us a few pics ahead of the big event in LA. Start drooling gang...



As you read this, the Electronic Entertainment Expo will be in full swing out in Los Angeles. But as we wrote it, the big event was still a week away.

Luckily a portal appeared and a man with a giant gun jumped out and threw a disc at us. Then he disappeared again.

He was clearly very keen to promote his own game, *TimeSplitters 3*, but we had a nose at the new *Catwoman* and *Def Jam* shots as well. We're not publishing the new sports games shots just yet: they're just like last year's screens, but a tiny bit shinier. Hope that's cool with you lot, because it leaves more room for these...



What's new in the world of time splitting? How about an awesome anti-gravity gun that lets you pick up guards and barrels, and lob them about. You can also punt about in big vehicles and the map-maker has been streamlined, so it doesn't take all week to just make one room. The plot involves ping-pong around in time, but the route you take on early levels affects your future self when you return to them later... or something. A bit like *Back to the Future*, but with 20 weapons and 11 levels to beat.



Def Jam: Fight for New York



When you look at Carmen Electra, you probably think something along the lines of "I'd love to [fill in the blank]". Chances are, your 'blank' wasn't "kick her in the chest until her lungs come out of her mouth", but that's what *Def Jam: Fight for New York* lets you

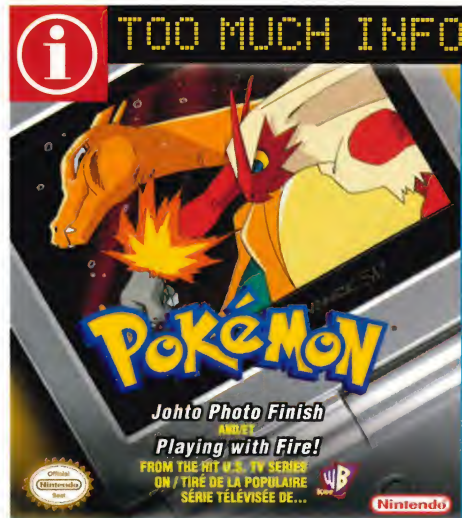
do. The lovely Carmen is a playable fighter in the rebranded *Vendetta* sequel, along with Lil' Kim, Busta Rhymes, Ludacris, Sean Paul, Method Man and Snoop Dogg. There's more trash talking than before and it's more like a straight brawling game than a *WWE* deal now. Word.



Catwoman

Our list of all-time favourite berries goes, in reverse order, raspberry, strawberry, Halle Berry. So we're thrilled that she appears to scrub up nicely in the Catwoman costume after looking rough as a bear's arse

for much of the nonsensical *Gothika*. It must be hell for game makers. Having to look at pictures of Halle Berry all day to ensure they get the polygonal curve of the character's buttocks spot on. We'd hate that.



POKÉMON CARTOONS FOR GBA

Those lucky Americans will soon be able to watch episodes of *Pokémon* on GBA. Nintendo is going to release cards for Majesco's GBA Video player. You plug that into the cart port, slam in the card and watch like a DVD. Up to 45 minutes of video are on each card initially and we'll have a full hands-on next issue.

BANJO PILOT FLIES AGAIN

Bears can't fly – they don't have wings. That's a fact. And judging by the lack of hairy ursines piloting commercial aircraft, we'll guess that they can't be taught to fly either. That's not stopping Rare though, as they've evolved Diddy Kong Pilot into the 3D-ish *Banjo Pilot*. More soon...



EA CONFIRMS DS SUPPORT

If EA doesn't back your console from the get-go, it's a sign of future tragedy – ask the Sega Dreamcast. Well, good news for Nintendo. The world's largest software publisher will develop for the Nintendo DS. Licences and sports games are go!

CODEMASTERS GO 'CUBE?

Online news reports claim that the publisher of Free Radical's *Second Sight* will be Codemasters. With Free Radical's David Doak reiterating his plans for the game to appear on GameCube in our exclusive interview on p38, that would see Codemasters publishing for Nintendo's current home console for the first time. Can we also have Colin McRae Rally as a free bonus disc, Codies?

NOM IDOL: THANKS

Just space for a quick *NOM Idol* update. We've been pretty overwhelmed by the response and we're starting to whittle down the entries now. We'll have more news next issue, but thanks to everyone who sent us their details. Good luck!



Stealing the show

Why Nintendo will rule E3, straight from those in the know...



The Electronic Entertainment Expo – or E3 as we know and love it – reduces us to palpitating wrecks on an annual basis. Yeah, we know that a non-stop feast of double cheeseburgers and nachos isn't the healthiest of diets, but try telling that to our welcoming hosts who serve them up. And that's not even the main reason for our quivering state of expectation.

No, the real reason our hearts are thumping like DK's bongos has more to do with the fact that this year's

show is set to be Nintendo's most exciting ever, with so much going on it literally sends that little vein in our temple throbbing just contemplating it. Never mind the endless rumours and gossip – this is where it all happens, where all the stories are set straight.

And with so many exciting new announcements set to be made during the event we caught up with some of the great and good from the games industry and asked them what they were looking forward to most from this year's event...



Violet Berlin, GamePad

"History has shown Nintendo has the ability turn up at a big show and whip out a surprise game that takes everyone's breath away. I remember when they did it at my first big US show on the Super NES with *Starfox* and then again at their next show with *Donkey Kong Country*... and they've done it on plenty of occasions on all their consoles since. So, my big hope for Nintendo this year is that it produces a corker out of the blue. If anyone has the credentials to do this, it's Nintendo."



Martyn Brown, Managing Director, Team 17

"Obviously there's a lot of interest surrounding the new handheld console, but I always enjoy seeing the latest first-party titles and it'll be good to see

some new releases for the 'Cube. The rumour mill is going into overdrive about the "next generation", but I'd be surprised if that's mentioned at E3."



Jason Kingsley, CEO, Rebellion Software

"I have a huge respect for Nintendo both from the perspective of the games it makes and from the angle of its hardware development and design. The 'Cube has got a great feel to it and it's a fun machine to work on. Nintendo has always walked its own path in the industry and I'm sure it'll continue to do just that, but specifically at E3, well, I'm looking forward to being surprised yet again!"



Ed Bartlett, CEO, Hive Partners

"I think that everyone is keen to get a first-look or even a hands-on demo of the new portable DS system. With Nintendo's illustrious history in the handheld gaming market and with some of the best games franchises around,

you've got to expect that the DS is going to be worthwhile as a stand-alone product.

But whether it will gain enough support to be anything other than a collector's novelty here in the West may become apparent at E3."



Ben Le Rougetel, PR Manager, Capcom Eurosoft

"*Resident Evil 4* will prove a lot of doubters wrong about the capabilities of the console, both in terms of the raw power of the graphics and the maturity of the gameplay. It will have a dark appeal beyond your stereotypical Nintendo-style game.

As for games – I'm looking forward to some new brands and new types of games that are a little different from what you'd normally expect. Fingers crossed that *Mario 128* is as innovative as Miyamoto has hinted."



Cat Channon, PR Manager, Vivendi Universal Games

"I'm not saying all eyes will be on Nintendo, but as ever it will be definitely one to watch. One thing I'm very interested in is the prospect of *Mario 64* on DS with instant messaging – how that will work in reality will be great to see. One game definitely worth checking out on the 'Cube will be *Starcraft Ghost*. I reckon it'll be the secret star of the show and that people will be wowed by it."



Asam Ahmad, European PR Manager, Sega Europe

"I'm most looking forward to the DS – it's an interesting concept and fits in with the way that we at Sega always take the opportunity to look at novel interfaces in our games – you only have to think of *Rez* or *Samba De Amigo* to see that it has always been a Sega trait."

"Bringing touch screen technology to games will open new avenues in gameplay design, as will the wireless multiplayer capabilities which bring exciting prospects for true roaming multiplayer games. Unlike the limited range of Bluetooth devices, the broad link-up range will allow people to immerse themselves more in the game."



Anna Larke, Games Designer, Argonaut Games

"I'm dying to see the DS and find out how Nintendo has made new types of gameplay possible with the dual-screen design. I can't wait to see the new *Zelda* and *Metroid* sequels to see what they've done differently this time and how much things have improved."

"I'd hope to see some all-new titles as well – maybe with characters and gameplay styles we haven't seen Nintendo attempt yet. If the rumours of an N5 announcement – or better still an unveiling – are true, then you might well see Nintendo steal the show."



Jon Hare, Game Designer, (Sensible Soccer Legend!)

"I'd like to see Nintendo take its existing properties and find a way of bridging the gap between those licenses and the market's desire for a more realistic style, to engage with slightly older consumers."

"I'm not talking about Mario taking out a gun, but as things are Nintendo is losing the mass market. As for the DS, the key is how it uses the content."



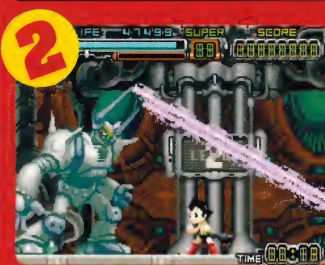
FUTURE FIVE

Ignoring the E3 big hitters until next issue, we're focusing on the little guys. The non-blockbusters that will rock our faces...



WARIO WARE INC., MEGA PARTY GAMES

In with a bullet, the most hilarious video game ever conceived. Forget the GBA graphics. That fact alone is reason to covet this. You will never laugh harder or more often in your life.



ASTRO BOY

You may remember Dean going berserk over the Japanese version. Well, *Astro Boy* on GBA now looks a dead cert UK release. Classic side-scrolling action like they used to make.



VIEWTIFUL JOE 2

Viewtiful Joe took classic gameplay elements and reworked them thrillingly for the modern era. So why didn't you buy it? Buy this or we'll REALLY fall out.



GUARDIAN HEROES ADVANCE (GBA)

Treasure fanboys? Guilty! This sequel to the best side-scrolling beat-'em-up ever blows *Final Fight* and the rest away. (Sega Saturn pics only for now).



DEF JAM VENDETTA 2

Fresh from a preview in San Francisco, wrestling-hater Kingsley was raving about the ramped-up violence and facial bruising. We fear for his wife's safety.





We'll let you in on a secret. There's a dead-cert formula for making a game sell millions in

Japan. You write the following words on the box: **FINAL FANTASY**. That's what SquareEnix are doing again this summer, remaking the first two instalments in their seminal RPG series for GBA.

We'll get our hands on this cart of justice sometime next year. But the two games on the cart aren't just straight ports – RPG games used to be an extremely hardcore affairs and Square is tweaking them for a modern audience and adding extras to bring the fans swarming back.



■ FloatEye?! Say what you see, Square!

Final Fantasy is reborn!

The first two games in the series to be remade for GBA.

Final Fantasy I has a reworked Magic Points system, where you don't have to go for a kip to replenish your spells. There's also an all-new dungeon featuring classic FF bosses like Phantom Train. *Final Fantasy II* has a new chapter entitled Soul of Rebirth, starring the four characters that die in the main game. Again, the difficulty will be tweaked downwards in both cases so as not to scare off newcomers.

But it doesn't end there, *Fantasy* fans. Square confirmed to Japanese games magazine, *Famitsu*, that Nintendo was courting them to do a *FFIII* remake and also stated that an all-new *Final Fantasy* game is in the works for GBA right now. Basically, it's the right time to be an RPG obsessive. We'll have more on this after E3 for sure.



■ Stunning visuals have always been a *Final Fantasy* staple

A small get together

Mario set to throw his first GBA Party.

Funny how things are sometimes blurted out on release schedules. *Paper Mario 2* was on a European schedule long before Nintendo had anything much to say about it and now Nintendo of America have let three Mario game-shaped cats out of the bag.

Mario Party, *Mario Pinball* and *Mario Tennis* are all slated to appear on GBA in 2004, in America at least. The last portable *Mario Tennis* (on Game Boy Color) was handled by Camelot, which has just finished work on *Mario Golf Advance*. *Pinball* and *Party* portables are unprecedented, but Nintendo has trusted HAL Labs in the past to produce Game Boy pinball games starring Kirby and some things called Pokémon.

Here at NOM, we're hoping the mini-games for *Mario Party* GBA can capture some of the magic of *Wario Ware*. With all the players playing on separate screens, it also opens up new avenues for the multiplayer versus games.



Get a tattoo!

What have you done to your GBA!? Oh, it came like that...

The chances are that you have a plain old silver GBA SP. It's also likely that you've pawed over the import-only GBAs we've featured in the mag, like the Famicom Color and the super-limited *Gundam* GBA. Well now we're finally getting our own unique SP right here in the UK.

The limited-issue GBA SP Tribal Edition is supposed to look like it's been tattooed. Inspiration came from Indian and Polynesian tattoos and this new GBA SP went down a storm when they researched the model recently.

It hasn't exactly gone down a storm with the NOM boys, though. We'd much prefer to see the NES SP cross the pond and land in the UK, but if you're loving this new design you can expect it to hit stores on June 18th.

自然



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Alzheimer's: the video game

An elderly Swedish couple attempt to rip our hearts out.



You've heard of eBay, of course. Well, in Sweden they have an auction website called Tradera through which local types pawn off their unwanted Abba albums, Volvos and broken flat-packed furniture. Oh, and their old video games, too. As with any auction site, it's usual to show a picture of the item you're selling.

Now meet Myrsten, self-proclaimed 'power sellers' on Tradera. They sell games and even get into the spirit of whatever it is they're selling for the picture. This is might be less brilliant if they weren't frail old people. Luckily, they are.

You'd buy anything from Olle and Märta. Look at her pretending to be Mario to sell *Super Mario Bros 3*. Look at him breaking out the shotgun to convince you to buy *Kid Icarus* (!?) and pulling his best Dr Wily face for *Megaman 3*. Sometimes they just look weak and confused, but it's all hilarious.



(Above right) It's as though Mario has climbed out of the cartridge and into the real world



Impending heart attack or hilarious Kirby face? Luckily it's the latter



Old man, whatever are you doing?



Calling all Pokémon fans!

You could win a trip to Disney World if you come out on top at the 2004 Pokémon National Trading Card Championship. Trainers, get your decks out...

■ If you're a mental Pokémaniac and EX Sandstorm and Dragon mean anything to you then you've come to the right place. We've got the lowdown on this year's trading card championships and if you're quick you could be taking part.

Test the power of your decks and your TCG skills at the national qualifiers, some of which we've listed on the right. Each qualifier is split into three age categories – under 10, 11 to 14 and 15 plus – and you'll have the chance to win some fab prizes.

The winners of the qualifiers will then be invited to take part in the national championship at the Britannia Hotel in Birmingham on Saturday, July 3rd. The three winners of each age group (plus a parent or guardian if under 18) will then be flown to Disney World in Florida to represent the UK and battle it out against the best in the world.

There's more info and dates for other qualifiers at www.theplaceforgames.com/pokemon, but some of these dates are imminent so make sure you check out the website now!



When and Where?

Date and Time	Town	Location
May 16th (10am-2pm)	Slough	Burger King (2nd floor), High Street
May 16th (11am)	Norwich	Battlenet, 2a Queens Road
May 19th (7pm-10pm)	Rainham	Rainham and Wigmore Community Centre, Granary Close
May 23rd (10am-2pm)	Rochester	Guildhall Museum, High Street
May 23rd (10am-2pm)	Hillingdon (Uxbridge)	McDonalds (opposite Tesco), Uxbridge (High Street)



QUALIFYING



UK CHAMPIONSHIP TOUR 2004

Want to be the UK BBA Beyblade champion?
Want to represent the UK in the BBA World Championships?

Last chance to qualify for the UK BBA Beyblade Championship!



There's no need to pre-register, just get yourself with a parent or guardian down to Chessington World of Adventure at 10am on 29th May 2004 with your official Hasbro Beyblade. For more information or for terms and conditions email your questions to info@beybladechamps.com or visit our website www.beybladechamps.com

THE BIG COMPETITION

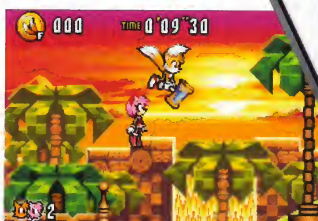
SONIC ADVANCE 3

What's this? A *Sonic Advance 3* competition? It's not even out until June 25th, but thanks to THQ we've already secured ten copies to give away. That's called 'express blagging'.

The big prize

THQ deals with *Sonic* games on GBA. Its people got in touch saying there were ten copies of *Sonic Advance 3* going spare. They said they'd also throw in ten T-shirts and five GBA SPs for the first five winners out of the hat. That's great. THQ's happy and ten lucky readers will be, too. But where are OUR free games, THQ? WHERE?

We haven't reviewed it yet, but it's pointless, really. You already know he'll sprint his ass off and ping around your GBA screen like a nutter. You already know about the new tag-team stuff. We told you last issue. You already know you want it. So, for a chance of winning the game, an SP and a snazzy T-shirt, just answer our question.



To stand a chance of winning, just answer this simple question...

? QUESTION

What's the name of the team that develops Sonic games?

- a. Sonic Team
- b. THQ Team
- c. Sega Team

HOW TO ENTER

PHONE

Dial 0905 053 1101, answer the question and leave your name, address and telephone number. Then cross your fingers and keep them crossed.

POST

Send a postcard with your answer, name, address and phone number to: *The Sonic Compo, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.*

TEXT

Text the words 'nomcomp SONIC' and the letter of your answer to 83149. Unfortunately, this service is not available for users of the Virgin network.

IMPORTANT! PLEASE READ! All entries for this competition must be received by 10/6/2004 to qualify.*

ISSUE 139 WINNERS

METAL GEAR SOLID COMPETITION

- **Mark Chaplin, Somersham (Main Winner)**
- **Sam Dawnes, Bristol**
- **Jamie Edwards, Woodthorpe**
- **Jamie Lewis, Grimsby**
- **Oliver Hunter, Middlesex**
- **Lloyd Marshall, Farnborough**

ANGEL COMPETITION

- **Alastair Stewart, Bury St. Edmunds**
- **N Grace, Croydon**
- **Rich Burnand, Hornsea**
- **Claire Mathews, Ludlow**
- **Becky Wilson, Houston**

CYPHER COMPETITION

- **Martyn Hoskins, Cadbury Heath**
- **M Dodson, Wisbeach**
- **Frances Hannon, Alderholt**
- **John Haswell, Murton**
- **J Hamphreys, Horden**

TARGET



FEEL FREE TO SAY NO



No one really wants to be a target of the tobacco industry. They spend millions on making cigarettes look cool. Young people in particular, walk into their marketing trap. Are you going to get trapped as well?

Do it like Xavier, Seetal and Jack: Don't care about cigarettes – and don't be fooled by the industry. More information on www.feel-free.info

Enter the Battlemasters

NOM is on hand to meet the fans as the Pokémon Battlemaster Tour 2004 kicks off all around the UK.



It's 8.30am on Saturday April 24th. Tim's stuck in traffic on the M25,

listening to a homemade CD of *Yoshi's Island* tunes. Dean Scott is still asleep, but his Famicom alarm clock will soon put an end to that. *Pokémon* fanatic Samuel Thirkettle is pacing around on the pavement outside Toys R Us in Northampton. The shop doesn't open for another hour, but it was strictly fanatics only as the Pokémon Battlemaster Tour 2004 kicked off across the UK.

NOM UK was on the scene, of course. Tim was signing autographs at the Lakeside Shopping Centre Toys R Us in Thurrock, while Dean was regretting eating a whole tube of Pringles for breakfast at the Northampton store. At least one parent would be repulsed by his cheese and onion burps.

The idea was you showed up and queued up. There was a supervisor on hand to show you the ropes, but then you dived in to an exclusive hands-on preview of *Pokémon Colosseum* – a full three weeks

before the game hit the shops. As if that wasn't reward enough, there was also a free goodie bag for all attendees. Oh, and the entry form for the draw to go through to the regional finals of the competition.

It was brilliant to be among the true Pokémaniacs. We bumped into some lads that were on the last *Pokémon* Tour and remembered Dave McComb cackling viciously as he beat little kids and made them cry. One dad told us how he attributed his eight-year-old son's dramatic and sudden improvement in reading to the text-heavy nature of the *Pokémon* games. *Pokémon* addiction basically turned him into a high flier in his English class. We were amazed to hear about a third-hand copy of *Pokémon Stadium 2* being sold on eBay for £72 over Christmas – funding the GBA round of *Pokémon* addiction for one shrewd gamer.

In the queues to play, we saw people battling *Pokémon* with linked-up GBAs and kids so psyched up they could hardly speak. Andy Coles was punching the air with every *Pokémon* he took down and Tim watched as Matthew Meah's level 100 Groudon

hammered Ben Murphy's level 95 Kyogre on the small screen. Even one dedicated Xbox fan looked on open-mouthed at *Pokémon Colosseum* before telling Tim he was entering the competition. That's the power of *Pokémon*!

The events were a brilliant success, as shown by the testimonies on the opposite page. We'll have further reports from the regional and grand iMAX final of the Pokémon Battlemaster Tour in the next issue, as Mike J and Kingsley hit the road.



■ It's excitement versus bowel control. The audience wisely step back



■ Look! Actual female Pokéfans!

The Pokémaniacs have their say

We polled every player for their thoughts on *Colosseum*. Here are a selection of their feverish replies...



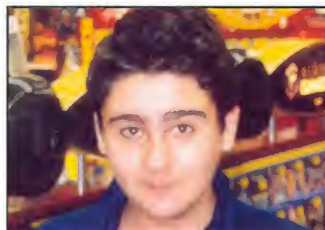
Samuel Thirkettle, 12

"I've tried both *Stadium* games, but this looks better than both. I've been into *Pokémon* since *Pokémon Blue* and I still play it now."



James Mason, 13

"This game is really good compared to *Pokémon Stadium 2*. It blows it away. I've played *Pokémon* games since *Pokémon Red*."



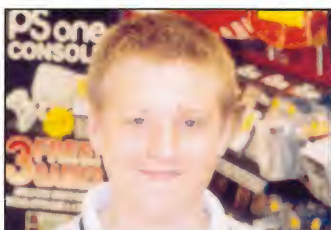
Matthew Meah, 13

"Using your *Ruby* and *Sapphire* monsters is a great idea and with *Colosseum*'s great graphics you can see their true strength in 3D."



Alex Boiardi, 8

"*Colosseum* is totally wicked. The battles are fantastic and the Pokémon look amazing in 3D. I'll be hassling my dad to get this as soon as it's out."



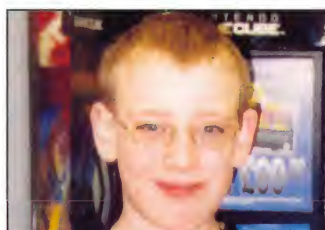
Joe Exley, 13

"*Colosseum* rules. There's loads of suspense when you play 'cos you don't know what attack is coming next. It'd get 92% in my book."



Ross Bandey, 14

"It's brilliant. The graphics are the best and I like that the moves are all the same as before. Shame I got lumbered with a Jirachi, though."



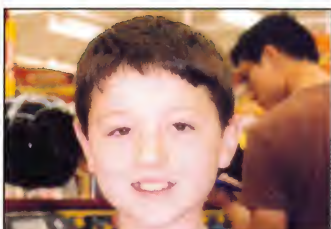
Martin Payne, 13

"It looks fantastic, much better than the previous games on the N64. I can't wait to get it. I've already started saving up!"



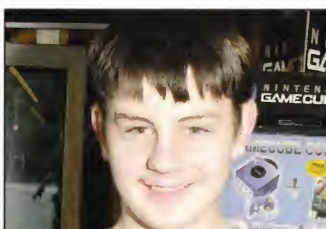
Laura, Holly and Milly

Laura: "I love Shuppet and the way he shoots his tongue out."
Holly: "It's worth buying a 'Cube to play. You can only play *Pokémon* on Nintendo!"



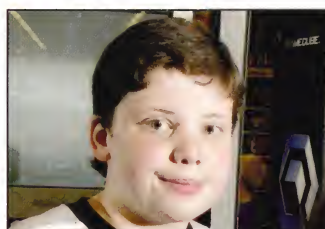
Patrick O'Connor, 10

"My favourite is Rayquaza and I can't wait to see its Dragon Claw move in *Colosseum*. If I was reviewing this game I'd give it at least 98%."



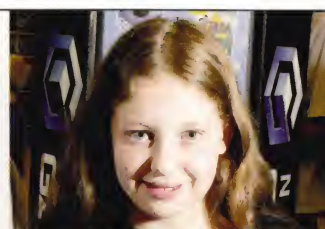
Craig Bandey, 18

"It's much better than the other games – and I've played every one. The enhanced battle animations make it look great."

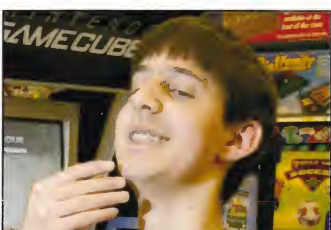


Andy and Sarah Coles, 13 and 10

Andy: "It's amazing, absolutely fantastic. I've been into *Pokémon* for two years, starting with *Gold*. Since then, I've played them all."

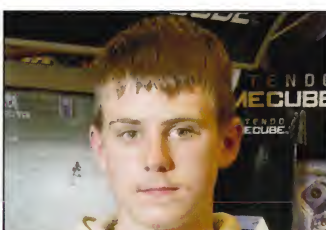


Sarah: "It's so much better than any of the *Pokémon* games on GBA. On GameCube it's really awesome."



David Woodbridge, 17

"Maybe I'm too old to be playing *Pokémon*, but I reckon it's similar to the N64 games. Still, you don't change a winning formula, do you?"



Andrew Thurston, 16

"I've played *Pokémon* before, but I'm not a huge fan. I prefer *Tony Hawk's*. I'm looking forward to it on PS2, though." [That's NEVER happening, pal.]



Daniel Gardner, 9

"I've only played *Pokémon* on Game Boy. The graphics are great and it's brilliant to see them in clear 3D. I wish this was coming out on PS2."



Ben Murphy, 16

"I'm a massive fan, but I didn't expect the battles to look THIS good. The Game Boy graphics are good, but on GameCube they're excellent."



Come and play on our fairway!

There's gonna be one huge surprise for **NOM** readers when *Mario Golf* hits the streets.



Mario Golf Toadstool Tour has been waiting to tee-off for some time now and from what we've seen it's going to be a right laugh with loads of tough courses to birdie and famous Nintendo characters to unlock, from Petey Piranha to King Boo.

But come June 18th there's going to be one secret course hidden away that all you mushroom golf fans will only be able to unlock with a special password. And the name of the course? The *Nintendo Official Magazine* course, that's what.

We'll be printing the password and a guide for the course to coincide with the only official review of *Toadstool Tour* next issue and if that doesn't get you all excited we'll also be on the hunt for the UK's four best *Mario Golf*-ers.

If you score one of the best rounds on the *NOM* course you'll get an all-expenses paid trip up to *NOM Towers* to take part in the return of our Mega Challenge this summer. We'll have some awesome prizes up for grabs, so make sure you get next month's issue and get practising.

■ The mean monkey aims for Tim's greenhouse windows



SILI-GONE KNIGHTS

Is it really bye-bye to *Eternal Darkness* on Nintendo?

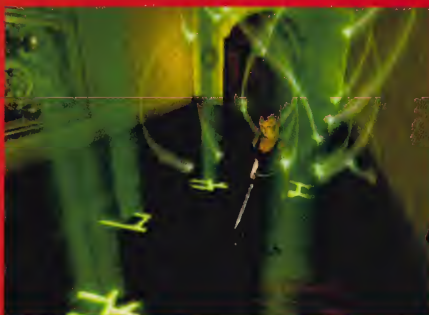
■ Fans hanging on for a sequel to the brilliant *Eternal Darkness* have been dealt a cruel blow: the developer, Silicon Knights, has terminated its status as an exclusive Nintendo developer to work across all of the next-generation consoles. It seems 'artistic differences' are the motivation behind the split.

"It's possible that we may do another game with Nintendo", stated studio head Dennis Dyack, "but we've decided to break our exclusivity with them". Bear in mind that *Eternal Darkness* sold relatively poorly on GameCube, but is the sort of game Xbox and PS2 owners take to much more willingly.

"Nintendo and Silicon Knights mutually agreed to alter their current relationship", a Nintendo

spokesperson told us, "giving Silicon Knights the freedom to pursue its unique creative vision with other companies, while still being open to create games for Nintendo systems as well".

When we asked if Nintendo ever expected to see a Silicon Knights game on their systems again, they replied "the door is open for collaborations that meet the creative vision of both parties". Would an *Eternal Darkness* sequel released on all formats really be such a bad deal? We'll have more news on this as it develops during E3 and beyond.



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Nintendo OFFICIAL MAGAZINE UK READER SURVEY

GameCube 1, Game Boy 0

We asked: Do you want a separate GBA mini-magazine with *NOM*?

■ Having a mini-magazine devoted to the GBA would be a good idea. That way the rest of the mag can concentrate on 'Cube. Don't raise the price though!
RICH ANGUS

**POLL
RESULT**

**YES 36%
NO 64%**

■ If it's not broken, don't fix it. *NOM* is fine as it is. Just carry on with *NOM* and stay focused on the almighty GameCube.
GRANT MACDONALD

■ A GBA mini-mag is a nice idea, but I've seen it before and it just gets in the way! And it's just more work for you guys, too.
ALEX MARSHALL

This month we ask:

Are you pleased that *Animal Crossing* is finally hitting the UK?

Nintendo stays single

We asked: Do you want multiplayer more than single player?

**POLL
RESULT**

**YES 33%
NO 67%**

■ *Four Swords* looks excellent, but the real quality comes from one-player adventures like *Ocarina* and *Metroid Prime*.
ADAM MOSS

■ *Double Dash* and *Four Swords* are great, but *Wind Waker* and *Sunshine* prove that Nintendo's one-player games rule.
RICHARD LAMBETH

■ Anyone who says single-player games are best is stupid. There's nothing better than kicking someone's ass at *Mario Kart*.
ALEXANDER MAX-LINO

This month we ask:

Do you like the Tribal Edition GBA SP?

Email YES or NO and a brief comment to: michael.jackson@emap.com - don't forget to include your name!

Animal Crossing: Finally confirmed!



September 24th, 2004 is d-day, but there's no eReader support



We'd almost given up hope, but our prayers have been answered. *Animal Crossing* will finally be released in the UK on September 24th, 2004. Who takes the credit for this momentous announcement? Well, you lot mostly.

"This was a combination of listening to our fans and the fact that our localisation teams have been freed up since the completion of work on *Pokémon Colosseum*", a Nintendo spokesperson confirmed to *NOM*.

Animal Crossing is being translated into English, German, French, Spanish and Italian, which given the text-heavy

nature of the game is a fairly serious task. There will not be country-specific holidays like as Guy Fawkes' Night.

Unfortunately there's a flip side to all this good news. Nintendo have confirmed to us that the eReader will not see a European release, but that the European version of *Animal Crossing* will be tweaked so the eReader-specific features are still accessible in the final game.

It was looking increasingly likely that Europe would be denied one of the quirkiest jewels in the Nintendo games roster, and the news comes as a brilliant bolt out of the blue. Get ready to put your real life on hold from the end of September.



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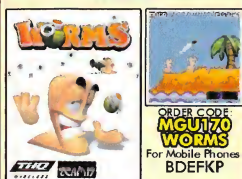
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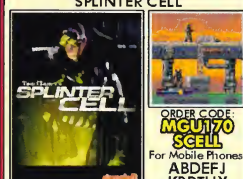
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XIII



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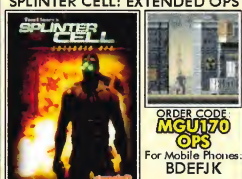
Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

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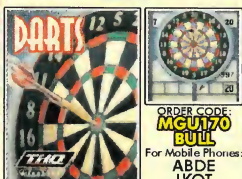
Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

SOLITAIRE



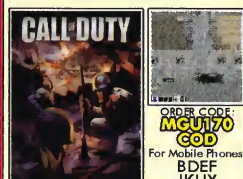
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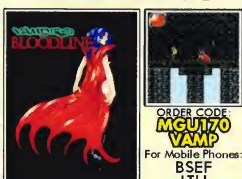
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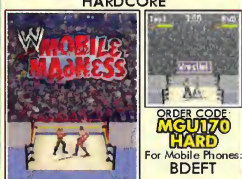
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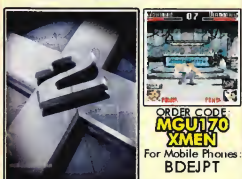
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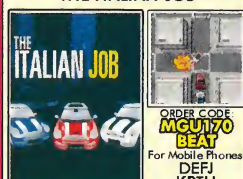
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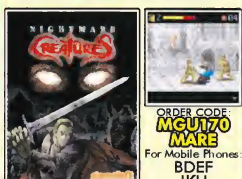
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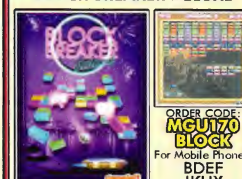
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6100 = D	GX20 = K	
6610 = D		SONY ERICSSON
6800 = D		T610 = W
7210 = D	SIEMENS	
7210i = D	C55 = N	
7250 = D	M50 = O	
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So Confused - 2play Ft Raghav	146159	146160	Wolves - Hey Jones 'E'	123044	123045	Bring Me To Life Evanescence	110559	111603	Hey Mama - Black Eyed Peas	149069	149074
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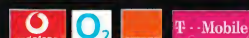
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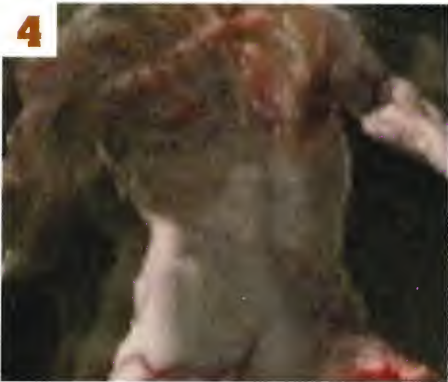


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THE ROCK-HARD Quiz

Your main foe here is your tiny brain, but what games do these classic enemies come from?



Is your enemy an empty noggin? Want to see if it's fuller than you thought? Check the answers on p3



Dr. MARIO™

career advice

This month: **GAME PROGRAMMING**



Getting a job in the video game industry is a mysterious process. The chances

are that your teachers, career guidance officers and parents won't know anything about it – or worse, might not even think that it's a "real job"! However, thousands of people are employed in the games industry in Britain alone – and it's a rapidly growing business that's always in need of fresh talent. That's means you lot.

It takes lots of people with different abilities to make a video game – even a bad one – and the programmer is at the very centre of it all.

Code Warrior

"Programmers are responsible for building the logic which holds the game together", explains Ben Carter, a programmer working for Electronic Arts on a GameCube

title. In other words, programmers write the computer code that does everything from drawing graphics on screen to making things in the game react to the player or giving enemies artificial intelligence.

It's a job that focuses on maths, because everything that happens in a video game is determined by complex mathematical systems. "I think the single most important skill for a successful programmer is the ability to break large problems down into smaller blocks that can be solved more easily", says Carter, "a knowledge of a wide range of programming and mathematical disciplines is also required".

Starting Young

If this sounds interesting to you, the best place to start is with your school subjects. "Maths is absolutely essential", says Carter,

unsurprisingly enough. "If your school offers a computing course then that's worth doing. Design and Technology is also a good bet – understanding the technology behind game consoles and PCs is very useful."

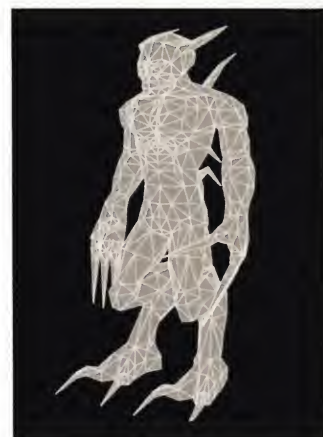
Once you've finished school, a solid degree is an important step to getting a job. "A degree can help show that you are committed to programming", says Dibley, while Carter says that "for a newcomer with no practical experience a degree is rapidly becoming essential."

The range of computing and maths courses you can study at university is wide, so choose carefully. "By far the most common degree courses are Computer Science and Maths, but in the last few years, a handful of dedicated games development courses have appeared", explains Carter. The game-specific courses are definitely worth checking out – "those who have chosen to do vaguely game-related courses are more likely to get an interview", says Dibley.

Demo Tape

Even more important than a degree is demonstrating your ability with an impressive demo. This means it's a good idea to get involved in games development before you try and find a job in the industry – you could create your own demo, develop a 'homebrew' game with friends, or even work on a 'mod' for a popular PC game.

"A good demo can outsell a good degree and a good CV", says Dibley, "but make sure that it doesn't crash and that it is actually playable."



■ Weeks to design, seconds to incinerate – you lot don't care

Carter agrees. "Try to make it as robust and polished as possible", he says, "it doesn't need to have all the bells and whistles a commercial game would have, but a half-finished demo does little to impress."

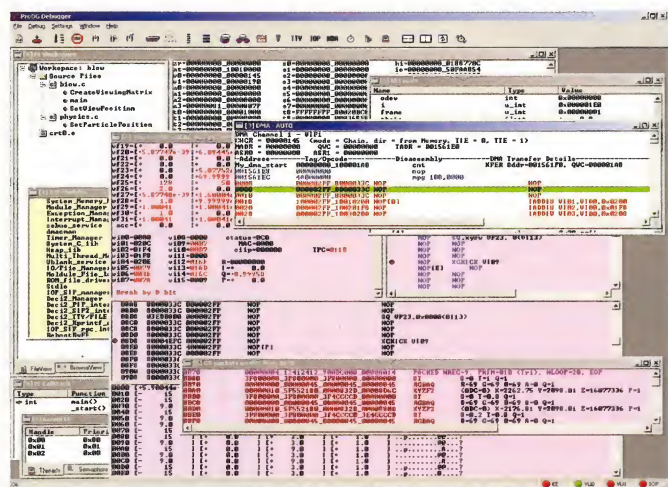
Game programming requires a massive level of talent and commitment – but the rewards can be significant. "Advancement opportunities are very good for the right people", explains Dibley, "ability is more important than years of experience and a lucky few people rise to be lead programmers within four years in the industry."

Choose Wisely

The decision to follow a career as a programmer isn't an easy one. "You have to have a desire to do this", says Dibley, "anyone who's even a bit unsure about whether they'd rather do this or work in insurance or banking won't get the job."

"It can be a tough job", concurs Carter, "and unless you really love what you're creating it'll seem like hell at times."

But if you have a love of games and a talent for maths and logic – you could already be on the path to making games for a living.



■ Look at this – if your eyes aren't bleeding this is the job for you

JOBS IN GAMES: WHAT GAME PROGRAMMERS ACTUALLY DO

- Write the computer code that all games rely on
- Use complex maths and logic to build graphics and gameplay
- Spend countless hours fixing bugs
- Use an insane understanding of maths...
- ... and an even better understanding of computers



CAN YOU GIVE YOUR LIFE TO CODING GAMES?

You want to be a games programmer so badly it hurts. Your skin chars when you step into sunlight. You love the thought of

never, ever leaving a computer, reading millions of lines of code every day and standing in shops pointing to games,

shouting, "I made that!". You do? Really? Take our "Can I Be A Programmer?" test and find out if you've got what it takes.

1. Do you like maths more than money and food? yes ☐ no ☐
2. Does the thought of solving complex logic problems make you tingle in your "special place"? yes ☐ no ☐
3. Does the thought of doing anything in life other than coding games make you physically sick? yes ☐ no ☐
4. When Keanu Reeves saw all that green code running down walls in *The Matrix*, did you experience a rosy glow? yes ☐ no ☐
5. Are your heroes (a) footballers, (b) movie stars, (c) people who eat chalk, write encyclopedias entirely full of numbers and visual representations of force anomalies, and refuse to enter into any kind social interaction unless it involves calculators and huge tables of variables? A ☐ B ☐ C ☐

RESULTS!

- **MOSTLY "NO" ANSWERS** and either "A" or "B" for question 5:

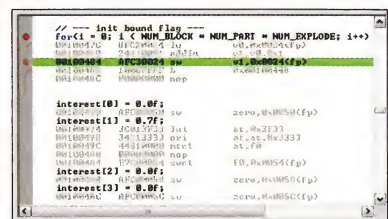
Forget it. You will never program video games. But then you probably knew that already.

- **MOSTLY "YES" ANSWERS** and either "A" or "B" for question 5:

You may program games. But you may design Mars missions instead.

- **MOSTLY "YES" ANSWERS** and "C" for question 5:

You were born to program! You are the Einstein of games! Rejoice!



■ It really is THIS interesting, kids

HOW DO I DO IT?

Made your mind up? You want to be a game programmer? Follow these steps and you'll be well on the way.

- Take maths at GCSE and 'A' level. Get specific advice from your Careers Officer
- Sign up to any computer courses your school or college has to offer
- Get a degree in maths or computer science, or if you can, try and get on a games-related degree course. British universities currently running degrees specifically dedicated to getting you a job in game programming include:

University of Abertay Dundee

BSc Computer Games Technology

PGDip/MSc Software Engineering (Games & Virtual Environments)

Bolton Institute

BSc Leisure Computing Technology

University of Hull, Department of Computer Science

MSc Games Programming

John Moores University, Liverpool

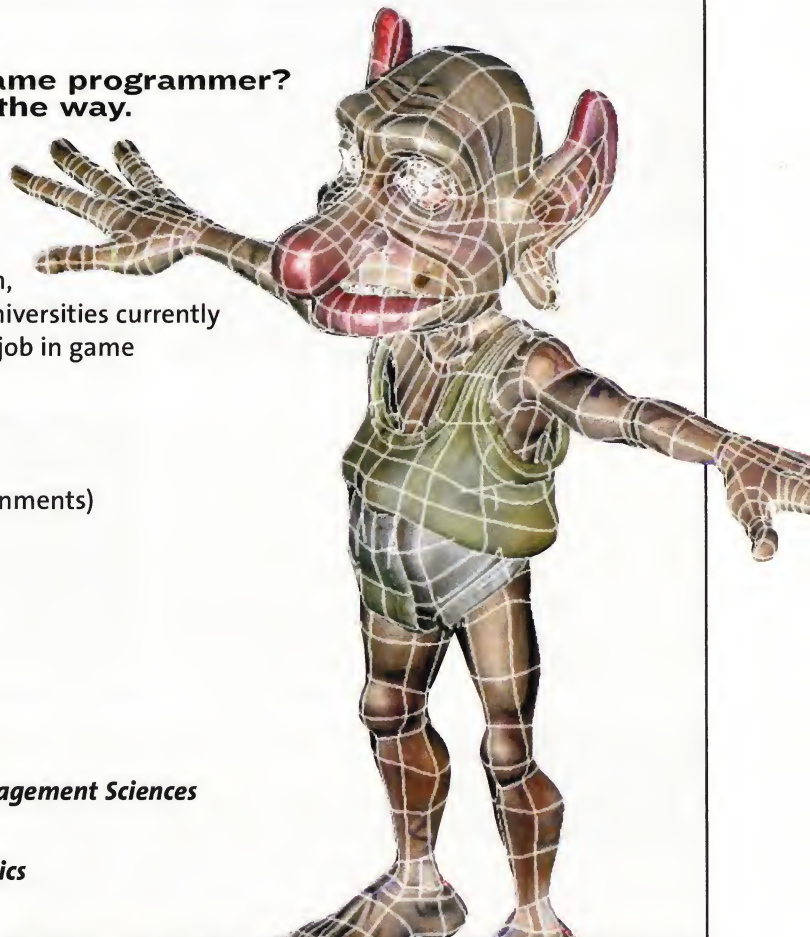
MSc Computer Games Technology

Sheffield Hallam University, School of Computing and Management Sciences

MSc Entertainment Software Development (alternative)

University of Teesside, School of Computing and Mathematics

BSc Computer Games Programming



NEXT MONTH

If maths isn't your thing, maybe art is? Fancy drawing Link and Pikachu for a living? We find out next month what it takes to become a games artist. Don't miss it!

Big Japan



reporter John Ricciardi

- More Famicom Mini
- More game toys
- More 8-bit music

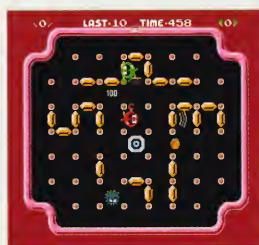
FAMICOM MINI RETURNS!

Our prayers have been answered! Perhaps due to popular demand, or perhaps due to the fact that it's basically a licence to print money, Nintendo has decided to go ahead and publish a second series of Famicom Mini games in Japan.

The games will hit Japan on May 21st and although the second set isn't quite as exciting as the first it's still a must-have collection of historical 8-bit artefacts and vital for any serious gamer. The series two line-up is as follows...



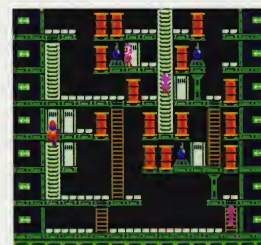
▲ Vol. 11: *Mario Bros.* (Nintendo, 1983)



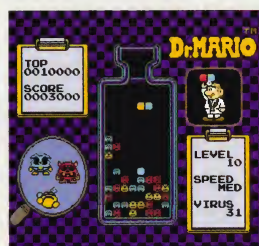
▲ Vol. 12: *Clu Clu Land* (Nintendo, 1984)



▲ Vol. 13: *Balloon Fight* (Nintendo, 1985)



▲ Vol. 14: *Wrecking Crew* (Nintendo, 1985)



▲ Vol. 15: *Dr. Mario* (Nintendo, 1990)



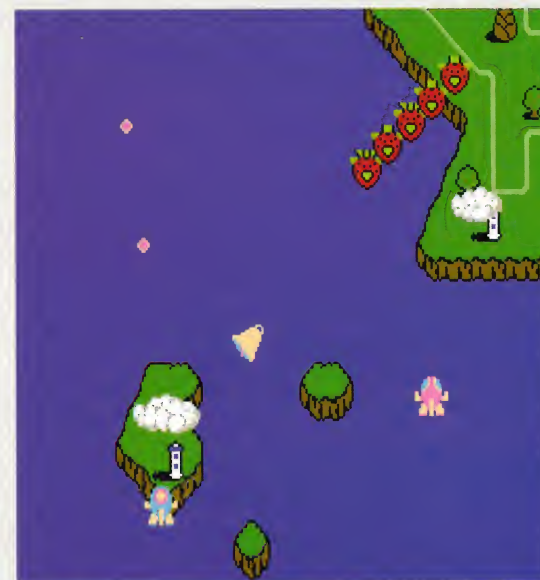
▲ Vol. 16: *Dig Dug* (Namco, 1985)



▲ Vol. 17: *Adventure Island* (Hudson, 1986)



▲ Vol. 18: *Ghosts 'N' Goblins* (Capcom, 1986)



▲ Vol. 19: *TwinBee* (Konami, 1986)



▲ Vol. 20: *Ganbare Goemon!* (Konami, 1986)

SERIES ONE, TOP SELLERS

The first set of awesome Famicom Mini games have sold over a million copies to date and they're still going strong. Behold the top-three best sellers thus far...

1

Super Mario Bros.
(405,000+)



2

The Legend of Zelda
(150,000+)



3

Ice Climber
(130,000+)





Akihabara Watch

■ This month in Akiba, it was all about the pink puffball, as Nintendo's latest Kirby game, *Kirby: The Great Mirror Labyrinth*, finally hit stores (it was delayed almost a month from its original release date because of a fatal bug that was found). The hype was just starting to sprout for *Pikmin 2* as well, which has been scoring rave reviews in all the game mags out here. Sounds great, but no matter how good it is, the fat purple guy still freaks us out.



▲ *Pikmin 2*: Japan's only GameCube release for the entire month of April (seriously)



▲ A giant, life-size Kirby stands guard...



▲ ... over dozens of his carts lining the shelves

Famicom music explosion

■ The Famicom won't turn 21 until July 15th, so naturally, the 20th Anniversary celebration is still alive and kicking here in Japan, with new products announced almost weekly. The latest essential gear comes in the form of a music series, featuring three CDs and a DVD of old-skool game music in its untouched, 8-bit glory, as well as one CD of arranged tracks from several Nintendo classics. Hot stuff!



▲ There are some classics here. That one on the right goes "beep-dee-boop, boop..."

FREEBIE ALERT

MORE MUSIC!

■ The crazy guys at *Nintendo Dream* magazine have done it again; this time they managed to nab an exclusive *Super Mario Bros. 3* mini-CD as a free giveaway in their latest issue. The disc is part of the new Game Sound Museum series that just came out in Japan, a collection of classic Famicom game soundtracks in nifty little old-skool packaging. The mini-CDs are sold separately for ¥300 each (about £1.50), or together as part of a complete boxset. Look at that packaging! We want more!



JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	<i>Pokémon Fire Red & Leaf Green</i>	(Nintendo, GBA)
2	<i>Famicom Mini: Super Mario Bros.</i>	(Nintendo, GBA)
3	<i>Dragon Ball Z: Bokuu Tougeki</i>	(Banpresto, GBA)
4	<i>Full Metal Alchemist</i>	(Bandai, GBA)
5	<i>The Legend of Zelda: Four Swords Adventures</i>	(Nintendo, GC)
6	<i>Famicom Mini: The Legend of Zelda</i>	(Nintendo, GBA)
7	<i>Famicom Mini: Ice Climber</i>	(Nintendo, GBA)
8	<i>Bobobobo Bobobo</i>	(Hudson, GBA)
9	<i>One Piece: Going Baseball</i>	(Bandai, GBA)
10	<i>Pokémon Ruby & Sapphire</i>	(Nintendo, GBA)

**CRAZY
GAME OF
WEIRD!**

PLAYED!

Giftpia



All you need to know about *Giftpia* is explained in tiny text on its box, which reads "Alternative RPG". That's saying a mouthful. *Giftpia* flips every RPG convention on its head. Yes, you start as a small boy living in a small town, but you don't run out of town to fight monsters and save the world. *Giftpia*'s adventure takes place entirely in your home town and the surrounding island of Nanashi, as you try to fulfil the wishes and dreams of all the inhabitants of your little village.

Here's an example: there are some guys harassing the lady who runs the local convenience store. So you call over the crazy robot guy who follows you around on the orders of the Mayor. Wait, what? Yeah, your main character Pokkle has been in trouble. He got chucked in jail at the beginning of the game and now he's out on probation with an android in tow. You've got to help him on his way to adulthood.

Speaking of which, that's his other goal – he's slept through his coming-of-age ceremony, so he has to do odd jobs for the crazy Mayor to earn enough money to get another one. Along the way, Pokkle will gain the ability to stay up late, past his bedtime – at the start of the game, Pokkle can't do much in one day before he needs to go to sleep. Then the crazy sleep monsters come out and start babbling and encircling Pokkle until he runs back home.

But crazy sleep monsters are just the tip of the iceberg when it comes to *Giftpia*'s weirdness. There are crazy cel-shaded characters, psychedelic visuals and an insane soundtrack with music from about 20 indie Japanese bands you've never heard of, but are going to fall in love with. It's trippy, man. Is it too trippy for Nintendo to release here? Perhaps, although it was shown at E3 last year and hasn't been taken off the release schedule. We WILL be investigating this when we get to this year's show.





PLAYED!

Space Raiders



Taito had 25 years to dream up this sequel to the original *Space Invaders*. 25 YEARS! A quarter of a century of intense brain power finally threw up this winning concept: "Why don't we make it 3D, but also make it unbelievably crap".

You know *Space Invaders*. Rows of little green aliens descending from the top of the screen. You at the bottom, popping pea-shooter shots at them from behind three floating defence shields. If they get to you Earth is ruined. They get faster as you thin out their armada. Now it seems basic, but in 1978 it was a revolution.

Replace the spaceship with a bloke with

guns. Replace the shields with BINS and have the aliens staggering at you down a street like a bunch of extraterrestrial winos. That's *Space Raiders*, the 'amazing' new interpretation. Excuse us while we hang ourselves with a controller cable.

This is beyond crap, basically. If the aliens get to the bottom of the screen now, you lose a little bit of damage. You can actually spin into them and kill them. There's no sense of urgency or fear, because you've got lives and infinite credits.

It's a piece of cake to smash through the entire game and you'll be bored rigid from start to finish. The alien designs lack any of

the ancient original sprites' character and the weapons upgrades are a feeble waste of computer code at best. Think multiplayer will save it? Wrong. Play through with a friend in co-op mode and you'll later refer to it as "the 90-minute session that made me hit my mate with a rusty claw hammer".

Does that sound like a worthy tribute to one of the first-ever video games? Compare and contrast with Miyamoto's subtle-but-genius re-engineering of *Pac-Man* (p76-77) and you'll understand why we've put the port authorities on red alert. We can't have this stinker defiling UK GameCubes. NTSC: you're welcome to it.



This man made *GoldenEye 007*. Then he founded Free Radical and made *TimeSplitters 1* and *2*. He's less than thick. Now, in between making the third in one of the greatest modern shooter series, he's putting together what's planned to be a ground-breaking conspiratorial action epic in *Second Sight*. David Doak speaks exclusively to *NOM* about his new game, the N5, the DS, the future of handheld gaming and *GoldenEye 2*.

Nintendo Official Magazine: Are you worried that *Second Sight* is going to be seen as Free Radical's "other game" against *TimeSplitters 3*?

David Doak: No, not at all. The idea for the game was actually formed when we set up the company, but with it being so narrative-based, we decided to leave it until we had the resources to really be able to do it justice. It wasn't until we were in the last year of *TimeSplitters 2* that we were starting to think about doing it.

NOM: You must be fairly close to completing work on the game, or have you actually completed already?

DD: It's not finished quite yet, we'll be finishing it off in the summer. It'll come out early in the autumn.

NOM: The story line sounds very Free Radical. Who actually wrote it?

DD: I was the main person behind the story. We wanted to do a fairly contemporary and realistic game, but then to take one thing in the game world that becomes the focal point: the premise is that psychic powers are actually real.

The flashback narrative structure came out of quite a simple idea: when people play games they tend to fail levels the first time through and the traditional way of dealing with that is to say "game over" and reset. We thought, "what if that was actually an important part of playing the game, so that you see something fail and try to put it right?"

In *Second Sight* you start off with the main character, John Vattic, in a medical facility. Things have already happened to him. Bad things have happened. As he tries to escape the facility he finds out about the reasons he has been put there and his innate psychic powers begin to reawaken.

When he gets blocked and frustrated (the first thing he finds out is that some of the people died on a mission he was involved with) he has a flashback that takes him back to a time just before when they died. When you play through the level you know it's going to go wrong, so the objective is to stop it from failing. It's like *Flash Gordon* used to be on a Saturday morning, when he definitely blew up at the end, then, in the next episode you watch it and he didn't really die at all.

That's how we drive the thing forward. Every time you have a flashback you set something right and the consequences of that allow you to move forward.

The amnesiac starting point is a crutch that a lot of people use in sci-fi stories, but we're using it much more in the way it's used in *Memento*, where it's an integral part, so that, as you play the game, you're constantly re-evaluating your situation.

***GoldenEye 007. TimeSplitters 2.*
A beard. What do these three
things have in common?
They're all part of...**

The Killing

Doak

NOM: So you have a variety of different psychic powers to learn?

DD: Yes, he has five powers to learn.

NOM: And attacks?

DD: There's a variety. There's telekinesis to move objects such as bodies; there's a charm ability which can cause someone to not notice you; a projection ability, whereby he can project an image of himself to do things without him actually being there; there's a healing thing which allows us to stay away from the sudden "game over" thing and then just a couple of attacks like psychic shotguns, obviously used to knock people around.

NOM: It's based on psychic research in Siberia. That's obviously taking a cue from *GoldenEye 007*, right?

DD: [Laughs] What's really good about Siberia is that very few Westerners know much about it, so you can pretend anything goes on there so long as it's a bit snowy. Loads of Siberia isn't snowy at all. In people's minds it's this big Ruskie ice box where weird things happen. There are two narratives, one in Siberia and one in America, so it allows us to keep some distance between the two things.

NOM: What do you think of the general state of the action genre? Do you think you're really offering something different with *Second Sight*?

DD: I think we're offering something really fresh. We haven't had someone else's game in mind while we've been making it. We've brought to it what we like. It's interesting. I think that we've been fortunate in that it's our own idea and it's an original thing. Unfortunately, that's the sort of development process that's really hard to justify these days.

NOM: Is that a growing concern? As someone heavily involved in the production of original games, does homogenisation sadden you?

DD: Yes. It's a consequence of bigger teams and bigger budgets. We're still growing up.

Free Radical is five years old now. When we started there were four or five of us from Rare. I mean, when we did *GoldenEye 007* we had eight or nine people. And also we were just making it up as we went along.

You say to people now, "Yeah, we'll just see how it goes". It just wouldn't happen. Obviously over the years we've become more professional and more structured, but I would hope that we get to the stage where people trust you, if you have a pedigree of delivering.

NOM: How do you think Nintendo fits into the industry at the moment? Obviously, you're a staunch supporter of GameCube with all your properties.

DD: I don't know whether or not our support for them is borne out of nostalgia – the GameCube is an absolutely cracking machine.

Out of the big three machines on the market, we always said internally that it's the best balanced. The CPU-graphics balance is almost exactly right; you're not overly constrained by one or the other and it stands up very well against the Xbox.

It's got a slightly quirky controller, but I can see how they've ended up with that. We wanted to be out on it. We were the driving force in getting Eidos to put *TimeSplitters 2* out on GameCube. And we've always intended to put *TimeSplitters 3* and *Second Sight* out on GameCube, too. And we will.

NOM: What do you think about the *GoldenEye 007* sequel from EA? You must be following that very closely.

DD: Yeah, but it's not something we actually get to see. I mean, we've repeatedly offered our services as high-paid consultants, saying, "Please put our pictures on the box doing a thumbs up! Ex-*GoldenEye* team gives it a thumbs up!"

NOM: What do you think about the concept of it? Reportedly you don't play as Bond.

DD: I know as much as anyone that reads the internet. Hand on heart. The stuff I've seen is



the stuff about being a bad 00 agent. It's interesting, it's a hook, but is it a change for change's sake?

NOM: There have been rumours about them doing focus testing and nobody really "getting it" because you're not Bond.

DD: It seems to me to be a slightly strange positioning, considering that of all the "film in a box" presentations they do, to be Bond is the strongest one. I mean, let's all bow down before Harry Potter, but Bond is bigger than Harry Potter. Bigger than Harry Potter's ever going to be. I hope [laughs].

NOM: Does it surprise you that fans still consider *GoldenEye 007* to be the greatest console shooter ever made?

DD: I think they're wearing rose-tinted glasses, basically.

NOM: They're not. It's awesome.

DD: The *GoldenEye 007* team hadn't made a game before. There was an incredible happenstance and alchemy of people being thrown together, completely buying into it and working very hard to get it done. Up until very late in the day we didn't really see what we'd accomplished.

When it was in testing at Nintendo, we were getting reports from some of the American testers. They were working overtime for free, playing the game because they really liked it. The year it came out we





IF DROPPING OUT OF HARDWARE MEANS BETTER GAMES, SO BE IT.



went to E3 in Atlanta with the cart version on the show floor. It was 99.9% complete and it really didn't create a stir.

It seems like 100 years ago when you look at it. The Bond license meant nothing on a video game console at the time, whereas now it's a phenomenal hook. I think Nintendo did undersell it originally. It was beyond the realm of anything they were comfortable with at the time. And it had really strange sales figures.

Games now come out with a day-one bang then vanish, but *GoldenEye 007* was a grower. It came out and sold more and more and more, and even with them making more it still sold out that Christmas. Then it stepped into that legendary category.

NOM: How many did it sell in the end?

DD: I've no idea. About eight million, maybe? I remember at one point somebody showing me stats saying that it had sold as many as *Mario* in the States.

NOM: What are you looking forward to from Nintendo at E3 this year?

DD: [laughs] To see this strange thing with two screens.

NOM: What do you think about the DS?

DD: I don't know what to think of it. It's just bizarre watching what Nintendo do now. I think that the market place has moved on and it's kind of surprised them. There's all the mature-content stuff now, like *Grand Theft Auto* and the core Nintendo product is still the happy-clappy Miyamoto game.

I think the whole thing of pinning their colours to him was a bit stupid. It's funny, the whole Japanese development thing; they have incredible production values across the board, and they clearly have legions of very, very talented people, then in this very self-effacing Japanese way they pitch someone forward to be the main man, whether it be Kojima or Miyamoto or whoever, and then it's like, "this person is the absolute genius", and you know I bet you they're not.

By doing this with Miyamoto there's all this, "Are they spreading the Miyamoto magic a bit thin?" I don't know. It'd be a shame to see them mess it up and go out of the hardware market. But if that means they can do better software, then so be it.

NOM: Do you think that the DS could have the ability to change the face of the portable gaming market for good?

DD: Coupling a phone with a proper games machine successfully: that'll be the big thing.

It's like PSP; you look at that and think, "shouldn't there be a phone as well?"

NOM: Do you think there'll be a phone on DS?

DD: I don't know. But I would have thought if you're going to do something like that, you need to have some kind of connectivity that extends beyond a bunch of kids getting cables out and plugging them together like they're in a school yard.

NOM: Like Bluetooth?

DD: Yeah, but a wider thing where you can get downloadable content and stuff.

NOM: Have you been approached by Nintendo about N5?

DD: No. Nintendo are really funny. We have contact with them, but we don't talk to them as much as we talk to the others. Nintendo are always [laughs] "It's a local console for local people". The primary focus of Nintendo consoles is to serve Nintendo and Nintendo software development. We still get emails saying, "Why oh why for the love of Jesus didn't you put *TimeSplitters 2* online or give it a link-up on GameCube?"

The answer is we absolutely wanted to, we continually told Nintendo that we wanted to and they never gave us the hardware so it didn't happen. I think it got to the point where I sent an email to Nintendo saying "you know this *TimeSplitters 2* that you're really excited about? Is it going to say on the box, 'System link, only not for Nintendo'?" Because that's how it ended up.



Previews



If Shigeru Miyamoto's brain has a smell then it is the smell of dung. Rich, loamy dung. Can we really say that? Of course we can. And why isn't the Mushroom King hacking our heads off with a Master Sword right now? It's because he knows we love him. And he loves us right back, just as much. That's why he gave us *Pikmin 2*.

You see, Miyamoto's throbbing cranium is well known to be packed

with special brain-manure in which new ideas take root and are nurtured and grown into games that rock so hard they shake your teeth loose. One such seed was the original *Pikmin*, a real-time strategy game unlike anything the world had seen before.

Yes it was too easy and too damn short, but that's what they said about *The Wind Waker*. *Pikmin* had the same sense of wonder that Link's sea-faring adventure possessed because it wasn't just about fixing your battered spacecraft, the *Dolphin*, it was about exploration and discovery in a glorious, magical world. A world based on Shigsy's very own back garden.

If you haven't played *Pikmin* there's still time. Run out and grab a Player's Choice copy right now. We'll wait for you. Go, on, go! See ya! Jeez, what a loser that guy was. >>





Pikmin 2

We know it. You know it. Flower power is coming back to your GameCube. Altogether now, "PIK-O-MIN-O!"



» The rest of you probably finished *Pikmin* within days of getting it, but if you fell under its spell, as we did, you surely go back from time to time, just to wander around the Forest Navel or paddle in the Distant Spring. Even so, sweet memories are not enough – you crave a new adventure, new puzzles and new creatures to crush with an armada of multicoloured floral ninjas.

And here it is, *Pikmin 2*. Cold, hard facts about Miyamoto's latest fruit are scarce outside of Japan and green-fingered gamers in the UK will have to wait until at least late summer for the European release. For now, we in the Third World of gaming must wait, drip-fed on a diet of fresh

screens and the sugary sap of



internet gossip. Soon, at E3, we'll get a great big bite.

But what can we tell you right now? Firstly there's no more time limit. That's right, you're now free to savour every puzzle, every landscape, every hulking, Pikmin-munching herbivore at your leisure. We hope the tension that



□ Vs. mode. Get the other guy's marble – now that's cool

accompanied the coming of every sunset is still there, no matter what form it takes. Still, the prospect of a more open-ended adventure certainly appeals – we'd rather be with the Pikmin than stuck in the NOM portacabin any day.

Urgency has to come from somewhere though and that place is the bank – Olimar's company is going bankrupt and so our man has returned to the Pikmin planet. You're no longer collecting parts to mend your shattered rocket, now it's all about the dollars, picking up junk (bottles, cans, broken

D-pads, Atomic Kitten singles, the lot), every bit of it a 'priceless' alien artefact to fend off the bank manager.

Want some new Pikmin to murder? You're sick, mate. The end of the original saw a shower of multicoloured onions



Olimar-vellous toys

Pikmin 2 is out right now in Japan. People are playing it. They may be laughing as they do, not just because it's fun, but also because they've got it and you haven't. And just to rub salt in your wounds there's a new range of lovable

Pikmin toys in Japanese stores, adding to the pile of cool stuff that they've got. Ranging from 15-23cm in height and available in all your favourite *Pikmin* flavours, they'll cost ¥800 to ¥1,200, that's about £4 to £6 for internet bargain

hunters. Maybe one day the teetering mountains of highly collectible Japanese gaming merchandise that we show you every month will collapse and kill thousands. Then who'd be laughing, eh? Yeah, probably still them...





❑ Polished up and wheeled out – Bedy Long Legs stamps again

following the Dolphin into space. There were green ones, orange ones, black ones... but they're all for the future. For now we have white and purple. The tiny albino makes us want to cry and the big purple one looks like he might tear Olimar's arms off and slap him in the face with his own hands.

Mr White is poison and Mr Purple is strength. White Pikmin have a resistance to poisonous gas in the same way that the original Red and Blue Pikmin could withstand fire and water. What's more, they cause massive damage



"Pik-o-min, oh, Pik-o-min..."

The Japanese love games. Yes, even more than you do. They're known for it, see? You want proof? Ask an impartial tourist who loves games more, the Japanese or the English. They'll say the Japanese and you'll be gutted. But respect the facts. You want more proof? Take a look at the Japanese music charts – they're bursting with game soundtracks.

So, what does this have to do with *Pikmin*? Well, accompanying the original game's TV commercial in Japan was a song called *Ai no Uta* (Theme of Love) by Strawberry Flower. This CD went on to sell more copies in Japan than the game itself. And now, to coincide with the sequel's release, there's *Tane no Uta* (Song of Seed), created and performed by the same band.

As you might expect, the lyrics mainly focus on Pikmin and how great they are: "Red Pikmin are strong against fire, Blue Pikmin will not drown, Yellow Pikmin fly high and Purple Pikmin are strong", and on it goes. This might not sound like a chart topper right now, but with some tasty Japan-lady belting it out on Top of the Pops we'd be down HMV like a shot. Besides, it's got to be better than Michelle from *Pop Idol*. She'd be singing "Red Pikmin taste like jam, Blue Pikmin are best on toast..." Terrible. You can pick up *Tane no Uta* on May 19th from all good record shops... in Japan.



to a predator if swallowed, so they'll probably be in short supply. The hefty Purple Pikmin are all about muscle, setting off pressure pads and crushing obstacles where your other Pikmin would just run around in circles and fall over. Olimar chucks

them onto switches to open up new areas. And you know you'll be getting that sweet jingle of success. Get in.

As new breeds of Pikmin didn't open up enough puzzling possibilities, Olimar has brought his assistant to spice things up even further. The main thing you get from Louie is the bonus of alternate play with two generals marshalling your forces in different areas. That means no more smashing imaginary Pikmin with your disintegrating

controller as a group you left in safety turn up sloshing around in a Bulbear's rancid guts. The last time that happened we went out and burnt every plant we could find.

Having two characters also means you'll get co-operative play and a Vs. mode, where the original only had a Pikmin-sprouting Challenge mode to offset the main game. It's clearly all about keeping you playing longer and proving that the sequel offers more than the

Garden answers

Can't stop wondering what those crazy looking new creatures are? You're not alone, friend. Along with the returning cast, Olimar's mate

Louie and the new Pikmin, the sequel features over 60 new creatures. Details are still scarce and many of these Japanese names will

doubtless get a Western make-over, but allow **NOM** to ease your furrowed brow a little. Here's a look at just a few of them...

NAME Queen Chappii
(Queen Bulborb)
LENGTH 48cm
WEIGHT 20 Pikmin

WHAT IS IT?
This huge creature emerges from a giant egg case or cocoon. This picture really doesn't do justice to its immense scale.

NAME Ketchappi
(Hairy Bulboar)
LENGTH Unknown
WEIGHT Unknown

WHAT IS IT?
Looks a lot like the Bulborbs and Bulbears of the first game, but with wild hair and blue speckles all over. <Snigger> weirdo.

NAME Aokedatara
(Balloon Bug)
LENGTH 7cm
WEIGHT Unknown

WHAT IS IT?
Floating in the sky, it attacks with a gust of wind from its mouth. Even if you down it, there's no way of telling where it'll land.

NAME White Pikmin
HEIGHT 0.5cm
WEIGHT N/a

WHAT IS IT?
This sickly mite is said to be at home in poison gas and will kill anything that eats it. Based on the common kebab.

NAME Balloon Flask
LENGTH 18cm
WEIGHT N/a

WHAT IS IT?
This windy trickster appears in the first game, too. It floats along and blows a gust of wind to attack your Pikmin, knocking them on their tiny asses.

NAME Two-mouthed Miyabi
LENGTH 10cm
WEIGHT 7 Pikmin

WHAT IS IT?
Looks like a mutant Shearub, but this one chews solid rock and spits it right back in your face. No friend of ours.

NAME Kemekuji
(Weird Water Creature)
LENGTH 20cm
WEIGHT Unknown

WHAT IS IT?
According to Olimar's records, everything about this creature, from its ecology to its size, is completely unexplainable. Um, cheers Olimar, that's brilliant, mate.

NAME Purple Pikmin
HEIGHT 1.5cm
WEIGHT N/a

WHAT IS IT?
With his increased bulk and weight, you know he's gonna come in handy for something. Like stamping on tiny frogs, maybe?

NAME Surprise
Chrysanthemum
HEIGHT 13.5 cm
WEIGHT 10 Pikmin

WHAT IS IT?
Evolved from the same genus as the Pikmin and looking harmless this is actually a predator that attacks when anything gets close. We look forward to kicking its ass, wherever that is.

NAME Hanbo
(Leaf Bug)
LENGTH 5cm
WEIGHT 1 Pikmin

WHAT IS IT?
A relative of the water-skimming bugs from *Pikmin*, it mimics a leaf to avoid being eaten. Dat is like science, innit?

NAME Coat Bug
LENGTH 7.5cm
WEIGHT 8 Pikmin

WHAT IS IT?
Found lurking underground, if you leave bait in front of this bug it will open its chops and have a dab at you. Easily wound up.



□ Looks like you'll need to collect those berries... but for what?

delightful but fleeting distraction that the original offered. And what about the first game being too easy with players building up insurmountable armies of flower power? Well, now there are randomly generated dungeons that span the planet and whole areas with no Onions. And no more Onions means no more Pikmin. How do you like them onions? You might even have to reach for your thinking cap as well as your gardening gloves.

Many tantalising questions remain: what's that meter in the bottom-right of the screen for and what about the berries? By

Power packed Pikmin cards!

Just before we went to press more *Pikmin* love landed at the NOM office in the shape of *Pikmin* e-Reader cards. Three of these fantastic cards come free with Japanese copies of the game and inside their cheeky barcodes are some wicked mini-games to scan through the e-Reader and play to your heart's content.

So you want to know about these ultra cool mini-games? Well do you Nintendoids? From what we've learnt the three mini-games are: Hikkonuki Pikmin (pluck all the Pikmin from the ground); Tekuteku Pikmin (get your little dudes to the goal); and Tsunagete Pikmin (build a safe path for your troops).

At the moment there is still no official word on a possible launch of the e-Reader peripheral or the wicked e-Reader cards here in the UK, but for now cast your eyes over these pictures of the games. Just check out little Olimar over there and those Pikmin just waiting to be plucked out of the ground. It's too cute to be true surely?



the time you read this, we'll have played the Japanese version and the gaming banquet that is E3 will be over. We'll have a gut full of info to spill about *Pikmin 2* next month, but Japan's *Monthly Famitsu* magazine has already piled on the praise, rating it 39/40. All the time your jealous Western eyes are picking these screens to pieces in expectation, the game will be tearing up the Tokyo software charts and sending legions of sailor-suited Japanese girls wild. But what's this? The plane for E3 is boarding already. What do you mean I have to stay here and play the Japanese version?! Oh, well... **Kingsley Singleton**



□ What an odd place. Is it snowy? Underground? Covered in volcanic ash? Jeez those things look weird



□ No, they'll drown! Or maybe those blue berries pass on Blue Pikmin abilities... ah...



ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

Making great games like *Pikmin* (obviously) for you to put in your GameCube. For more information on Nintendo, read other pages of this magazine.

MULTIPLAYER:

1-2

PUBLISHER:

NINTENDO

RELEASE:

LATE SUMMER

REVIEW:

NOT SOON ENOUGH

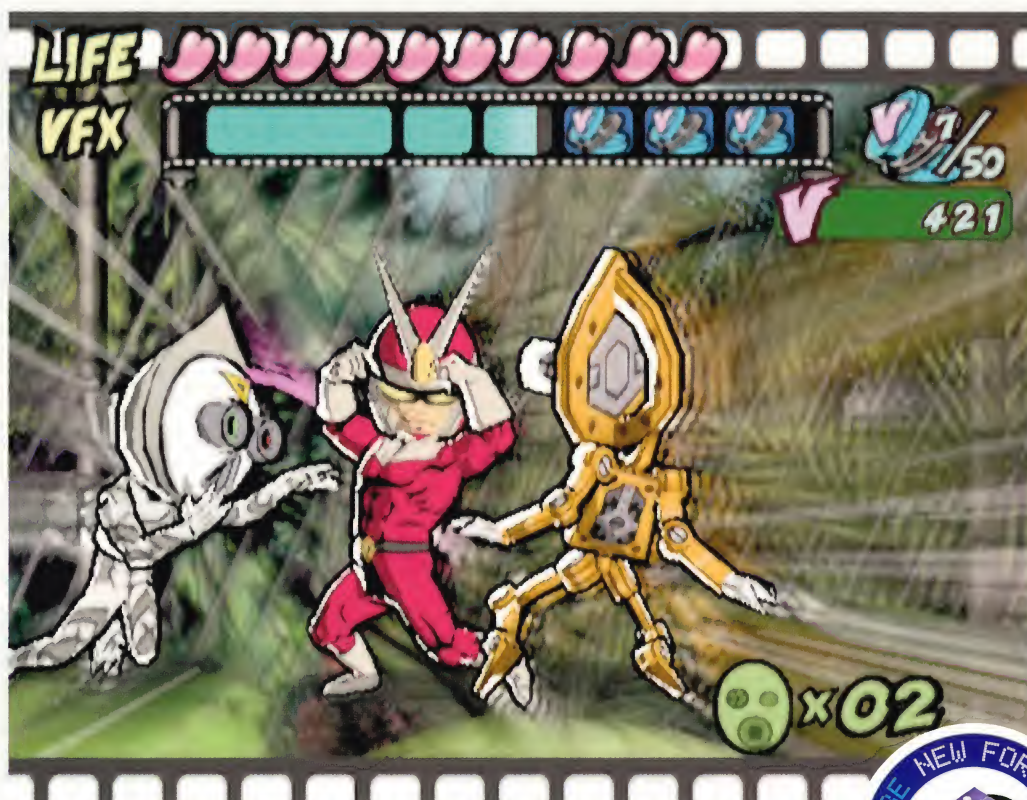
PHIAL OF COMPLETION



PREDICTED SCORE

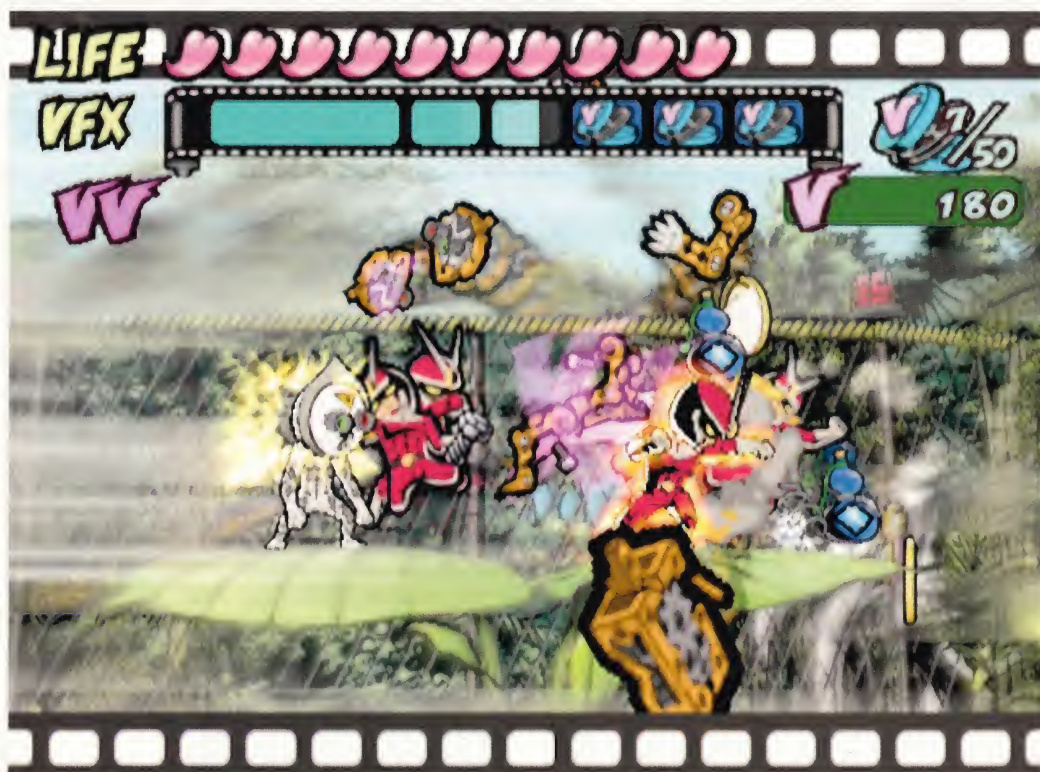
If this delivers all the original's green-fingered goodness and sorts the first game's problems it'll be destined for true greatness.

90%
PLUS



Viewtiful Joe 2

Joe's woman, Sylvia, has quit her whinging and joins her fella to mash up some robots and shoot guns. That's our kind of girl.



➔ Cartoon violence is cool. If you've ever felt the urge to go totally nuts and unleash some crazy ninja fury on dozens of unsuspecting dudes, *Viewtiful Joe* is a game that will satisfy. It is pure hardcore in physical face-offs disguised by colourful cartoon characters. By the time your mum realises that she's bought you a game full of ultra bone-snapping carnage, it'll be too late. You win!

Thank the Lord then that *Viewtiful Joe 2* is on its way, so we're storing up rage and cracking our knuckles, ready to bust up a few thousand more robots when it arrives. And this time Joe's little lady gets a piece of the action, too.

In the original, Joe's girlfriend, Sylvia, merely played the damsel in distress. This time around, she's having none of it. Sylvia is now a playable character and knows more about dealing out pain than you'd expect. This makes us wonder why the hell she didn't exercise her ninja skills in the

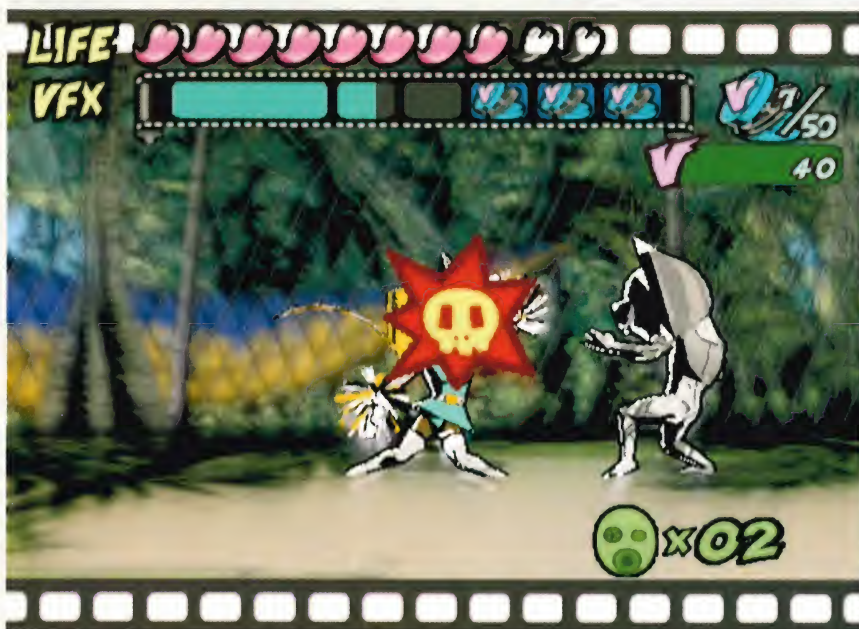
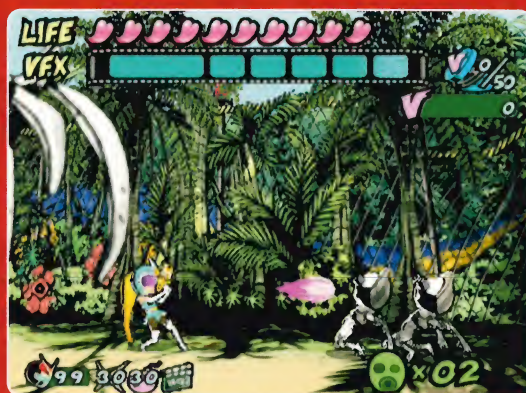
❑ The world's only pink-clad ninja bad-ass is back with a BANG... plus some BOSH and a whole lot of KA-POW!



□ Women can be dangerous, too – these robots said that girls can't drive or throw stuff. They'll regret it

Zapper!

Joe's got some sweet moves – he can take out swarms of dirty cowboy robots in seconds with brutal flaming fists of rage. But when Sylvia jumps into action, she brings a gun. There's no messing with this lady. You're the enemy, you get Zapped. With the Replay VFX handy to triple up the power of her shots, those lasers will hurt.



□ Sylvia's as tough as her Viewtiful boy – seeing her pants all the time is just a bonus

intro of the first game instead of yelping like a poodle that's being eaten by a Rottweiler. Women, eh?

With two heroes in the mix, we hope that there'll be a two-player mode in the final game. We heard rumours last month of a co-operative mode. Imagine that – double the ruckus and more carnage than your brain can handle. We're well into that.

Dressed in her ultra-cool female suit of power, Sylvia can do all of the VFX that Joe can and she's even got a gun that shoots big pink laser bolts. So she doesn't even need to be close to an enemy to put him on his ass. There isn't a villain hard enough to kidnap her now. They'd get a foot in the nuts and a mouthful of laser beam.

In the original, using Slow Down VFX to see the full glory of Joe's foot making a hole in the fragile face of a shooting cowboy 'bot felt damn good, over and over again. The Mach Speed power turned Joe into a supersonic psycho killer and the Zoom power gave him some lethal finishing moves.

Fortunately, all three of these dazzling powers have returned, and they'll no doubt be at the heart of many more genius puzzles.

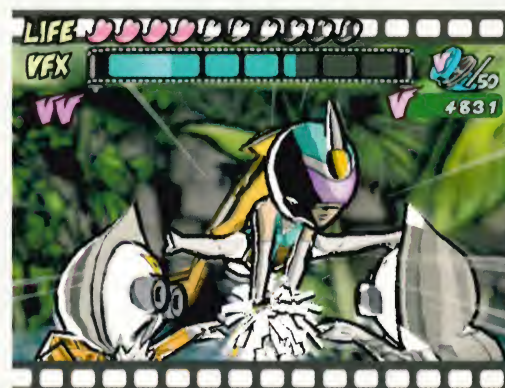
There's one new VFX power to master – Replay. Everything that happens on-screen is recorded and, using the Replay power, you can trigger quick re-runs of an event to triple the effect. Smash an enemy in the face, trigger the Replay and it'll repeat, inflicting three times the damage. P-P-POW!

This also works if you collect a Burger, then hit Replay to get a triple power-up. But Viewtiful Joe isn't Prince of Persia, so don't think you can cheekily rewind time to recover from a fatal mistake. It'll only triple the damage you'll take. Mistake.

VJ2 is going to be every bit as good an ass-kicking romp as the original was, if not better. Yes, it's also being released on PS2, but there's no need to whinge about it. You're a loyal Nintendo fan, right. Good! Play it on your 'Cube. Love it on your 'Cube. That's all that matters. It's gonna rock. **Mike Jackson**



□ Laser guns. We like them. They is well good. We'd only use one on a robot though. Not a fleshy human



□ Sylvia deals out the carnage Joe-style as these two cheeky robos close in for a snog

ESSENTIALS

DEVELOPER: CAPCOM

FAMOUS FOR:

The awesome comic punch-up, *Viewtiful Joe*, some of the best zombie killing ever in *Resident Evil Zero* and the best-forgotten white-room blaster, *P.N.03*.

MULTIPLAYER: _____ WE HOPE

PUBLISHER: _____ CAPCOM

RELEASE: _____ TBC

REVIEW: _____ TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

We loved *Joe*. It seems (from sales) you lot didn't. But listen: YOU WANT THIS. Get it? So what if it isn't 3D? It's pure mayhem and great fun.

90%
PLUS



Paper Mario 2

Just look at these screens and realise – Mario is still the king.



The chances are, you missed out on the joys of *Paper Mario*, released in the dying days of the N64. Most failed to make it a part of their lives. Big mistake, dudes.

You'd be a fool to make that blunder again. *Paper Mario 2* on GameCube looks absolutely fantastic. This time round, the use of Mario's paper-like physique plays a much bigger part in the gameplay. It's pure genius.

Mario knows how to get around. Check this... he can bounce about the place by rolling into a tubular shape. Nice idea. And slipping through small cracks won't be a problem because Mario can TURN SIDEWAYS. Simple, but clever. But wait... he can fly too, by folding his papery body into the shape of a cool little paper plane. How wicked is that?

Looking at these shots, it seems as though battles will be fought on what looks like a theatre stage, with different backgrounds. When Mario fights he'll have to use some impressive skills to get the crowd cheering. Their support will charge Mario up for a special attack.



□ Mario is keeping some strange company

Then the enemy will fret. But if he fights like a paralysed Mudkip, the crowd will get hacked off with him and fuzz their trash at his face.

Like before, Mario will travel with many team-mates, some being his enemies from the Mushroom Kingdom. But when they look as cool as the Goombas in these shots, you've got to respect them. In fact, everything in *Paper Mario 2* looks totally awesome. But you don't need telling. Just look at the shots. We need this now. **Mike Jackson**



□ Thankfully, heads will be jumped on



□ Did Mario use paper power to escape?



□ That gallows is there for a reason, but who will be doing the dangling? We vote for Birdo

ESSENTIALS

DEVELOPER: INTELLIGENT SYSTEMS

FAMOUS FOR:

The unsung N64 masterpiece *Paper Mario* which we gave 93%, as well as *Mario Kart Super Circuit* (92%), *Advance Wars 2* (93%) and *Metroid Fusion* (93%).

MULTIPLAYER: _____ NO

PUBLISHER: _____ NINTENDO

RELEASE: _____ LATE 2004

REVIEW: _____ TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

We all need more Mario games in our lives. Look at the visuals! We'll get loads more on this beauty at the show. Come on E3, come on issue 142.

90%
PLUS



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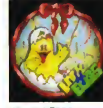
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Keyword: JOINER
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Keyword: KANG
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Keyword: MIX
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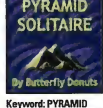
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Keyword: SNAKES
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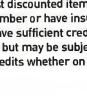
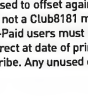
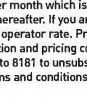
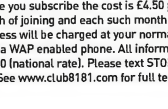
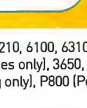
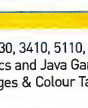
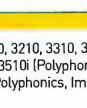
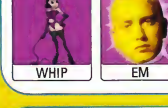
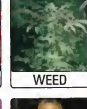
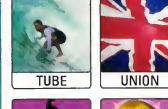
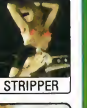
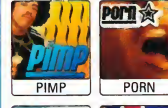
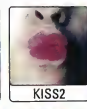
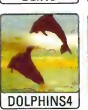
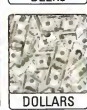
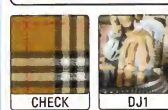
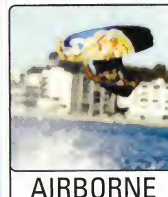
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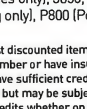
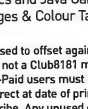
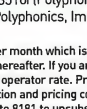
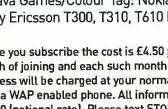
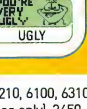
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NERD - She Wants To Move
Outkast - The Way You Move
Pink - Last To Know
The Rasmus - Into The Shadows
The Streets - Fit But You Know It
Special D - Come With Me
Twista - Slow Jamz
Usher - Yeah

KEYWORD

ificant
dude
naughty
shutup
sunny
toxic
hostess
myband
loveis
dontleave
cha
eamon
stacys
thankyou
problems
jc
witu
wire
thislove
thrust
shewants
youmove
lastto
shadows
fit
comewith
jamz
yeah

8181 GREATEST TONES

50 Cent - PIMP
Beyonce - Crazy In Love
Black Eyed Peas - Where Is The Love
Blink 182 - I Miss You
Dido - Life For Rent
Jamella - Superstar
Kevin Lyttle - Turn Me On
Outkast - Hey Ya
The Darkness - I Believe In A Thing Called Love
Ultraheat - Pretty Green Eyes
XTM ft DJ Chucky - Fly On The Wings Of Love

KEYWORD

pimp
inlove
love
imiss
forrent
superstar
meon
heyya
athing
greeneyes
flyon

8181 FILM & TV THEMES

A-Team - TV Theme
Angel - TV Theme
Buffy - TV Theme
Harry Potter - Film Theme
Knight Rider - TV Theme
Lord Of The Rings - Film Theme
Looney Tunes - TV Theme
Mission Impossible - Film Theme

KEYWORD

ateam
angel
buffy
potter
knight
rings
looney
mission

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Wario Ware, Inc. Mega Party Games

Mario's party finished hours ago but Wario's gaff is gonna be rockin' with laughter until morning. Mental doesn't even begin to describe it...



You'd never dream of giving Wario the red cap from Mario's head would you? Neither would you deliberately turn the Blue Falcon into a burning fireball as you send it ploughing into the side of the track. But this is *Wario Ware* and you've only got a few seconds to decide what you've got to do and then do it.

Balls it up and your mates will howl with laughter and scream "You're rubbish at games!", but what they don't know is that it's

going to be their turn next. You'll be the one pissing your pants, unable to breathe as your rivals go the same way you just did. Then, just when you thought you had it in the bag, along comes a head-to-head. You could snatch victory from the jaws of defeat or watch



as your mighty lead crumbles, either way it's on a knife-edge right to the bitter end.

Just like last summer, *Wario Ware* has taken over our lives as 20-minute blasts turn into two hours of swearing, hollering, mashed controllers and broken friendships. Dean failed three times to

avoid falling tools in *Game & Watch*; he also ripped Wario's shirt trying to cover his fat gut and didn't shut the cat's eyes to make it fall asleep. Even gaming kings can suffer in the white-hot heat of *Wario Ware*.

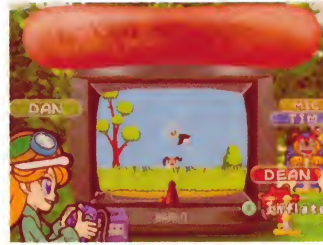
If you're new to this then let us explain in just a few words: it's mini-game fun gone totally mental. The games aren't just tacked onto a main adventure like they usually are, nor are they as tame as the ones in *Mario Party*. Instead they come at



□ Just another day at NOM really



□ Run around the screen and...



□ ... put pressure on other players



□ Dodge the snowball and finish



"Wario Ware on 'Cube is a laugh a minute."



□ The spotlight will fall on one or all... THE TENSION!



□ More unsporting behaviour



□ Just smash through the middle – QUICK!



□ Ninja jump to avoid an embarrassing death



□ Oh no! Trampoline tragedy for young Dan

you thick and fast. So fast in fact that instinct will take over as the screen shouts "Dodge!" and you just have to react.

Many of them are from Nintendo's glorious past as well, from early arcade games to classics like *Zelda*, *DK* and



F-Zero it's a playable history lesson. Wario's even replaced Mario with himself, so you'll see a pixelated Wazza leaping onto Goombas in *Super Mario Bros.* or turning black to eat a Mushroom in *Super Mario Land*. To put it simply, *Wario Ware* isn't that much removed from its GBA predecessor. The games

are a port of those on the GBA version, so in the looks department it does suffer considering what could be done using the 'Cube's power. Mona, Jimmy T and 9-Volt are back on the scene showing their wares once again and the different types of games have been given a theme to keep you interested. *Milky Way Delirium* comes with the *Lylat Wars* tune and missile effect while the Survival Fever club has a baying crowd of Game & Watch men. Some new games

have also made the cut, but by and large you'll be playing the same ones you thought you'd mastered on your GBA. And that's just it. You thought you'd mastered these games when in fact it's a different gameplan you need when your mates are trying to put you off (remember the handheld version didn't have any link-up play). They will shout and laugh at your mistakes and to its credit Nintendo has worked all this out, designing games around

how you play for hours with your mates.

Whether you're someone who has to win at all costs or a person that'll praise someone's skills it'll all be laid bare when you play. In Listen To Doctor you've got to play each game and perform whatever the doctor asks you to do, from screaming a rival's name to squatting. Then your mates will have to rate you by clapping. Do you refuse to make Wario clap just because 9-Volt has done a perfect round just so you can win?



□ ... Dan's other victories include remembering to come to work

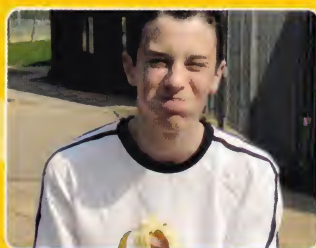


NOM's Mega Party Games

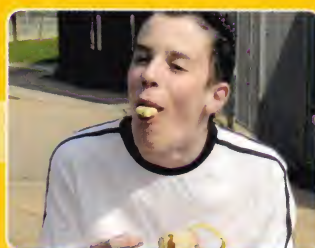
EAT THE BANANA!



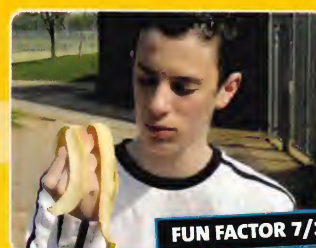
□ Rich, the work experience guy, had three seconds to scoff...



□ That's right son, get it all in. Mind you don't choke though...



□ Your seconds are nearly up. Can Rich get the last bit in?



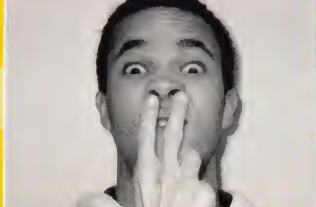
□ "Don't look at me like that. I destroyed you in seconds".

FUN FACTOR 7/10

PICK THE NOSE!



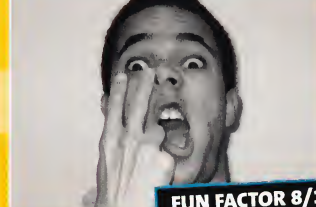
□ When are those fingers gonna attack Mike?



□ You could hit him from there! Go for the bogeys now!



□ But wait, the fingers are going for another swoop.



□ You missed! That's good, you never know what's up there.

FUN FACTOR 8/10

CATCH THE STICK!



□ With a marigold on one hand, can Rich catch the pink stick?



□ There it goes, but it's falling fast and you'll need to be quick!



□ The stick's massive, surely Rich can't miss it? Surely...



□ He missed it! D'oh! Well, better luck next time, dude.

FUN FACTOR 5/10

The funniest moment in NOM's history

Life at *NOM* is hard, but a riot at times, as this moment proves.

There's one game in *Wario Ware* that sees you controlling a fat bird with an egg on its back. In the background is some giant dude with a mallet who smashes it into the ground, causing a huge crack. At the right moment you've got to take off with the bird and hover above the crack otherwise the egg will fall off and you'll lose.

Now picture this. Dan, Tim and Dean are neck and neck as Dan gets chosen to play on his own. He pushes up instead of **A** to fly and mucks it up. The egg falls off, cue much laughter from Dean and Tim.

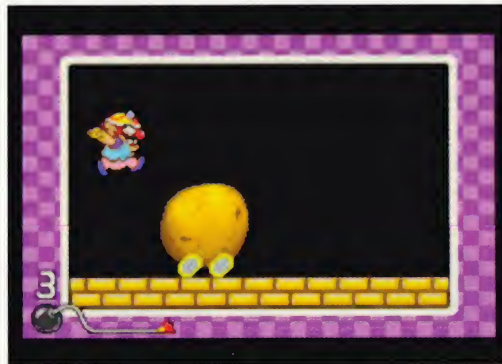
Next up the spotlight falls on all three and it's the same game again. You'd think Dan would know what to do as he cocks it up

again saying 'I was pressing **A**!' as Tim and Dean howl with pain. With so much laughter going on the next game appears. It's Dan on his own trying to avoid spinning rocks in his space ship. But he thinks it's Tim playing and wipes out completely. Dean can't breathe and is punching the sofa, Tim's just in pain. Someone call an ambulance!



Then there's Wobbly Bobby. Sitting on top of a stack of tortoises one animal will be added if you fail a game. You've got to stay upright the higher you go and should you fall off you'll become a tortoise, biting at the base of a rival's stack. Do you choose the one in the lead or leave them alone because they're your best mate? It's decision time and there's no place for any wimps.

Up to 16 of you can play as you pass the four controllers around. If you can't find 15 mates, just three will do and we guarantee hours of fun if you choose the right game arenas. Wobbly Bobby, Survival Fever and Milky Way Delirium are the best. Some of the others are pretty pointless. As you battle in Outta My Way



❑ Jump the spud. Sounds easy, but this tater is mean



❑ Throw the big metal ball – not especially taxing

your rivals can obscure the screen by walking over the action and doubling in size which gets really annoying. Then there's the stupid doctor who takes ages giving out her orders and All For One where your opponents use circles to

show you the game behind. We don't want to rely on the others, we want to show our skills.

That's the point surely?

Already out Stateside, GameCube's *Wario Ware* is a laugh a minute, but you'll have to wait for our definitive review to see whether the giggles will die after a solid couple of weeks play. For now it remains a mint multiplayer game that's eating up the days and nights at *NOM*. **Tim Street**



❑ Dodge the snot. Dean, Tim and Mike are dicing with death as Dan camps in the corner

ESSENTIALS

THE DEVELOPER: NINTENDO

FAMOUS FOR:

That thing you call a GameCube and *Wario Ware* on GBA, one of the most original titles on Nintendo's handheld and a classic from last summer.

MULTIPLAYER: _____ 1-16 PLAYERS

PUBLISHER: _____ NINTENDO

RELEASE: _____ TBC

REVIEW: _____ TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

Multiplayer gold, but it's boring on your own. After one game of Wobbly Bobby you'll be hooked. Grab your mates, this is gonna be a riot!

80 %
PLUS



Mario Golf Advance

Basically, it's *Golden Sun* with 9-Irons – and why the hell not?



It should have been an absolute catastrophe. The two most boring things mankind has ever conceived – golf and role-playing games – colliding on one small Game Boy Color cartridge. But *Mario Golf* turned out to be one of the finest handheld games ever and we cancelled our plans to seal every copy inside a metal ball and fire it into the sun.

Your thoughts on the GBA sequel depend on your feelings about the N64 version of *Mario Golf*. We thought it was the poor relation of its hardcore pocket brother. Its swing system was to blame and *Mario Golf Advance* rips it off and files it down for handheld use.

Don't panic, there's still plenty of talking. A hell of a lot, actually. Those crazy Japanese symbols could have been telling us this week's winning lottery numbers, but

we just kept hammering **A** to get us out onto the course. There's a whole lot of RPG in here and it even LOOKS like *Golden Sun*.



The flyby buzzes across the screen in the spinnny pseudo 3D that used to be the Super NES's best party trick. In static shots it looks a bit rough around the edges, but it scrolls nicely on the GBA screen. We don't mind it at all. It means you can zoom in and out to plot a route through tricky bunker placements and you don't have to rely on a fixed, super zoomed-out perspective at all times.

Behind the golfer, it's very N64. The predicted arc of your driven ball is plotted in the sky and the swing gauge is nigh on identical. It's even set to automatic for you in the early stages, so you don't keep shanking it into the trees as you play rounds to boost your feeble starting stats. After a shaky opening nine, we were

fully in control. Remembering all the spin tricks from the GBC games to make the ball dance on the green and fade around dog legs. There will be people in the game to teach you this, but they don't speak English yet. So it's lucky we already knew.

The next two rounds we were under par and digital Dean could now drive a whopping 215 yards. Yeah we know, Tiger Woods must be soiling his Nike-sponsored trousers in sheer terror. We're coming for you, Woods, and we're leaving the grenades at home this time.

The game also makes the best attempt at 'funning-up' golf since we got caught by the police burying proximity mines at St Andrews. As well

as the excellent Club Slots game, there's also a mode which sticks giant slalom poles on the fairways. Not as an act of vandalism, but as an added tester. Not only do you have to make par, you've got to intersect each set of poles with the ball. When there's one set, it's easy enough. But having to drive through a couple forces you into a serious rethink of your route from tee to green.

Reading the greens is easy enough. Little arrows flash to give you a clue as to the slope and then it's a simple matter of stopping the power bar. You know what it's like though: you always have to give it a little bit more than the suggested amount of juice. There's nothing worse than



□ What joker put those things there. Yeah, probably Wario...



□ Look at that, it's *Golden Sun* all over again. Excited yet?

Club Slots

There's no such thing as a quick game of golf. Even if you've got a Lamborghini golf cart 18 holes still takes ages. But in Nintendo

land things, as usual, are different. How about three holes, with three clubs you select on a fruit machine? Step inside...



□ From the outside, it looks like this might be some kind of Mushroom Kingdom strip club. Stepping inside crushes these dreams, but builds a stack of new ones.



□ After a quick flyby of the hole, you have to stop the fruit machine, thereby selecting a short, medium and long-range club to use out on the green stuff.



□ Three holes, pars three, four and five. You've got to get round in par or less with the clubs you selected. Winning means experience points. Oh yes.



□ That distinctive style makes its presence felt on GBA

hitting the mark bang on, only to see your little white sphere of love run out of puff and stand staring into the hole instead of diving in.

We'd played a full day on the digital greens before we remembered this was *MARIO Golf Advance* and not *Imaginary Dean's Pretend Golf Career Advance*. So we took the



□ In the hole (and your face)

boys (and girl) out for a look at some new courses. The Mushroom Kingdom course has the traditional array of Piranha Plants and green pipes peppering the fairway. Yoshi found himself in some cactus-packed desert wasteland and the king of



□ Nice aerial views illustrate the course's dangers. And the fact that it has blue trees, something not generally seen in golf games



□ No moustache, no shell, no egg-grabbing three-foot tongue... what a bloody freak!

monkeykind hit one-handed shots straight down tropical palm tree-laden fairways.

The variety is much more pronounced than on the old Game Boy Color game and we can't wait to be able to understand it all so we can unlock even more courses. **Dean Scott**

ESSENTIALS

DEVELOPER: CAMELOT SOFTWARE

FAMOUS FOR:

Previous *Mario Golf* and *Mario Tennis* games and the spectacular scaled-down RPG *Golden Sun* series.

MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: NINTENDO

RELEASE: LATE SUMMER

REVIEW: IT'S A WHILE OFF

THE PHIAL OF COMPLETION



PREDICTED SCORE

We're not fully loving the N64 swing system yet, but in wireless link-up mode this will save us dying of boredom on the flight to E3. **FORE!**

80%
PLUS



A splattered squirrel in the gutter of a busy road and the deadly mercenary you have in the cross hairs of your SC-20K in the original *Splinter Cell* have a lot in common.

There's a nut in the road. The squirrel knows large noisy machines whizz by. In the past, several have narrowly missed crushing his skull into the floor. But he wants the nut. Not the safe ones in the trees, THAT NUT. He won't hurry. He'll take his time. Maybe eat it standing in the road, too. Stupid.

The mercenary you're aiming at spotted you 20 seconds ago. You tried to shoot him in the face. You missed and ran. He searched for, like, a whole ten seconds and couldn't find you. "Huh?" he says, before deciding you must have disappeared. You're no longer dangerous. Confused, he returns to the same spot again, facing the same direction as before. Stupid.



Splinter Cell: Pandora Tomorrow

Two new moves, improved A.I. – it's no revolution, but who cares?



□ A modern-day Cupid, Sam aims for the heart of this Romeo

BANG! Both die because they're stupid. Neither have the ability to recognise a deadly situation. *Pandora Tomorrow* has addressed this issue typical to all stealth games. If you're spotted, an alarm will be raised and everyone will don protective clothing and head gear.

The ante will be seriously upped and it stays up for ages so you can't just wait in a safe

spot for 30 seconds and expect everything to return to normal. It takes even more observation and thought than before. Shoot first, think later tactics won't work. If that's what you like, get *Serious Sam*, not *Splinter Cell*.

For the first time it actually feels like you're dealing with a base full of professional terrorists rather than no-brainer hot heads with itchy trigger

fingers. The new alarm system and improved A.I. are the biggest improvements over the brilliant original.

Other than that, *Pandora Tomorrow* is basically an extension of the first game with a few new or refreshed moves. Sam's SWAT Turn manoeuvre allows him to spin swiftly past open doors without being seen by those within.

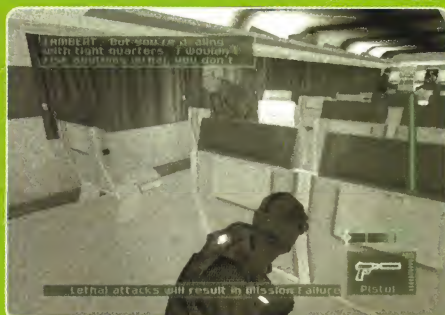
Runaway train

The train level is one of the most impressive we've seen so far. Sam struggles to walk against the wind as you make your way along the top. Once you're inside, it takes thought to get through each of the carriages, with their limited space to move. You'll even need to climb back out of the train and shimmy

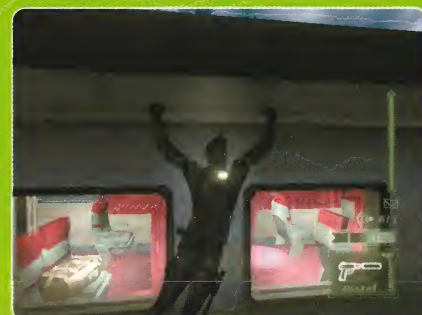
along the side, or slide along a pole underneath the train as the undergrowth speeds past behind you. On a 'flippin' awesome' scale of one to ten, this gets 9.9 the first time you play it. We know the tricks – fake scenery that repeats itself. There's not much there at all. That's the 0.1 point we dropped.



□ Snake gets dropped on the roof. Cheers!



□ Once inside it's NVG-aided killing time



□ That's one way to avoid the inspector



“Some levels, like the speeding train, will make your jaw drop.”



□ Innocent office workers, murdered again for Sam's twisted kicks



□ Jeez, Sam, if you love girders that much, marry one

The Split Jump, a move hardly used in the first game, is now far more useful because it allows you to do a secondary leap to a higher platform. And now, when hanging from a pole, Sam can hang from his legs, freeing up both hands so he can use any weapon, rather than being restricted to just the one-handed pistol as before. Welcome enhancements for sure, but nothing that really changes the game a great deal.

But anyone who likes *Splinter Cell*, or *Metal Gear Solid*, shouldn't be put off.

We gave the original 92%. That's 7% more than *Metal Gear Solid*. And we still rate it that highly.

Some of the levels will make your jaw drop, particularly the mission where you're airlifted onto the roof of a speeding train (see Runaway Train box). We've been told there is a GameCube-exclusive mission as well and we can't wait to see the finished game. A review is just weeks away. **Mike Jackson**



□ A scope so powerful you can see the window cleaner's mistakes... then execute him

ESSENTIALS

DEVELOPER: UBISOFT

FAMOUS FOR:

Tom Clancy's Splinter Cell, which we gave a well-deserved 92% in issue 129. Ubisoft is also behind *Prince of Persia: The Sands of Time*, reviewed in issue 138 and rated 90%.

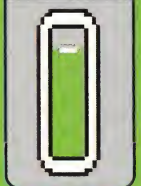
MULTIPLAYER: _____ NO

PUBLISHER: _____ UBISOFT

RELEASE: _____ MID SUMMER

REVIEW: _____ NEXT ISSUE, WE HOPE

THE PHIAL OF COMPLETION



PREDICTED SCORE

It's more of the same, with small tweaks. If the missions prove as good as the old ones (which we're sure they will) *Pandora Tomorrow* will rule.

90%
PLUS



Kirby: The Great Mirror Labyrinth

Can the marshmallow with a mouth suck up the doubters and destroy the claims that he's for wimps?



'Hello? Is that you Kirby? I've got a bit of a dodgy signal, you'll have to shout!' ... 'Can you repeat that? I'm not sure I heard you right. What I thought you said was that you're trying to smash the face off a giant castle while boulders are trying to flatten your ass!' ... 'Really?! You need some help? Hold on, I'll be right over with greeny and orange dude in just a moment...'

Modern technology has finally come to Dreamland, folks. Kirby and his colourful pals have flown down to The Link and got themselves mobile phones thinking they could get Anna Friel in the buff for real. Sorry dudes, but the only thing you've got is a hi-tech phone, although

in Dreamland mobiles aren't just used to chat with your pals, they can save your skin as well.

That's 'cos the story sees pink Kirby being sliced into four, just like Link in *Four Swords*, and with the help of your new pals you'll be blasted into a broken mirror on the back of a Kirby star. It's your mission to retrieve the shards of the mirror and mend the shattered ornament once and for all.

As for the mobile, that comes into play when you need some extra firepower to destroy

harder bosses. Just hitting the right shoulder button will dial up your mates and within the blink of an eye orange fella, green chap and red guy will barrel through a mirror and cause no end of damage. You haven't got unlimited talk time though as each call will cost one battery light, so you'll need to be careful when you use it and keep an eye out for extra batteries to top up your power.

We've gotta admit we haven't played a decent Kirby game since *Tilt 'n' Tumble* so

when we first heard that another Kirby platformer was heading our way we weren't exactly jumping for joy. But this is a whole world away from the troubled *Nightmare in Dreamland*.

Switch on and the whole line-up of Dreamland stars will fly, bounce, charge and roll across the screen, instantly bringing a smile to your face.

It's a whole new adventure on your GBA this time and Nintendo's pink powerhouse has got a ton of new moves to suck up and use throughout. Kirby can run over bad guys as a wheel, fry them with electricity and cut right through their ranks using his sword and green Link-style hat. Even the howling



Dyson with death

Imagine if you could suck up powers as you strutted your stuff on the high street. You could

get wads of cash in seconds, or have a girl on your arm who adores you.

But this is Dreamland and Kirby's got 25 attacks to get your gaming fingers itching...



□ Bomb that bad ass!



□ Slice 'em with your axe!



□ Be a ruthless angel



□ Boil them up a treat



□ Double attack power



□ Fry 'em with electricity!



□ Burn your way through



□ Become a fireball



□ Torch that muppet



□ Hammer those rocks



□ Freeze 'em with ice



□ Eat laser death, robot!



□ Summon the heavens



□ Go on, get the jackpot



□ Become karate Kirby



□ Bulldoze the blocks



□ Turn into a rocket ship



□ Shrink to mini-Kirbies



□ Fall asleep to stay alive



□ Use super-fast moves



□ Put 'em to the sword



□ Turn into a UFO or sub



□ Umbrellas ease a fall



□ Run down those critters



□ Turn into a whirlwind

he does as he sucks up air is brilliant – gobbling up enemies hasn't been this much fun since *Pac-Man*.

The developer, Flagship, has injected the game with a ton of variety, too. Each world is accessed through a mirror in the main hub and although they won't inspire you that much (forests, mountains, volcanoes and underwater tend to be the norm for platformers these days) what they've done is pack them with creatures of all shapes and sizes.

Mutant fish attack you with teeth that're dying to tear you into pieces, knights hack you with swords and huge moles burrow out of the ground to throw bombs at you. It's genius stuff.



If that wasn't enough fun there's the mini-games, too. Surfing is by far the coolest as you try and score good off the jumps to increase your speed and win each race. There's also an eating competition as Kirbies sit with their forks ready and

another will have you timing your button presses as you try to smash deeper into the earth than the others.

For so long this

Nintendo star has been sitting in the background content to watch Mario and Link snap up all the awards.

But Kirby's had enough. He's sick of it and he's gonna take over your GBA whether you like it or not. Get out of the way, Kirby's sucking up the air and he's got your cash in his sights. **Tim Street**

ESSENTIALS

DEVELOPER: FLAGSHIP

FAMOUS FOR:

The *Zelda Oracle* games on GBC. Flagship was funded by Capcom, Nintendo and Sega and led by games designer, Yoshiaki Okamoto. It has worked on plots for many games, most notably the classic Capcom/Nintendo RPGs.

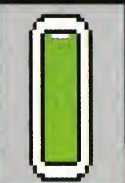
MULTIPLAYER: 1-4 PLAYERS

PUBLISHER: NINTENDO

RELEASE: TBC

REVIEW: LATER THIS YEAR

THE PHIAL OF COMPLETION



PREDICTED SCORE

For once Kirby's got a classic that's bursting with original platforming ideas. This is no nightmare in Dreamland. It's a dream come true for GBAs.

85%
PLUS



❑ Pity it's not quite up there with the cartoon series



❑ Fire-breathing statues – sadly missing from real life



Samurai Jack: The Shadow of Aku

Ironically, this cartoon game could do with being **MORE** cel-shaded.



Just when you thought mankind was winning its war on chickenkind, there's a major setback: invincible super chickens. They start off small, you whack them with a blade, they grow 15 feet tall and give you hell on earth. They peck so hard it's like being hit with a wrecking ball. Try putting six of those in a Bargain Bucket.

Vengeful chickens. Does *Samurai Jack* rob anything else from the greatest adventure game series in history? You wish. Nope, it's pretty much by-the-numbers stuff from there on in.

Visually, they had a lot to live up to. *Samurai Jack* is one of the most stylish cartoons ever created. Even getting close would be an achievement, but the toon-

shaded style on show is just a little bit drab. And *Samurai Jack* covers a stupid amount of ground even when he's doing baby steps. Still, at least the fighting animation is better.

But better hope you're not near an interactive scroll when it all kicks off. **A** is fight, but it's also interact. So you might find yourself accidentally re-reading some obvious advice when you want to be hacking a robot's head off. You can execute a group of hostiles with *Matrix*-y slow-motion flair without wanting to kill

yourself though, so it trumps *Enter the Matrix* on that score at least.

With a month to go until our review, *Samurai Jack* finds himself rampaging around in a plain little town called Average. Playing this put us in mind of *Carmen Sandiego* from a few issues back: it's all screwed together pretty well, but it's seldom exhilarating. There's a constant feeling of déjà vu as you play it.

But hey, maybe the later levels see this metamorphose into a *Wind Waker* slayer? And maybe those giant chickens see the error of their ways, pluck themselves and climb into the deep fat fryer of their own free will. **Dean Scott**



❑ Jack stops to wonder if his chin is normal



❑ Like *The Matrix*, but not complete crap

"It's all been screwed together pretty well, but seldom is there a feeling of exhilaration."

ESSENTIALS

DEVELOPER: ADRENium GAMES

FAMOUS FOR:

Being Adrenium Games, maybe? It's not a name we've heard before.

MULTIPLAYER: _____ NO

PUBLISHER: _____ SEGA

RELEASE: _____ JUNE 11TH

REVIEW: _____ NEXT ISSUE

THE PHIAL OF COMPLETION



PREDICTED SCORE

'Aku' means 'badness' in Japanese. This isn't going to be terrible, but it may lack the quality you expect to see following a Sega logo.

60 %
PLUS



FEEL THE SPEED!

Strap yourself into F-Zero: GP Legend and rocket through this adrenaline rush of futuristic racing at more than silly km/h. Use high speed and trickery to dump on the opposition. Are you ready to let fly?

OUT 4th JUNE

F-ZERO: GP LEGEND

Only for Game Boy Advance.



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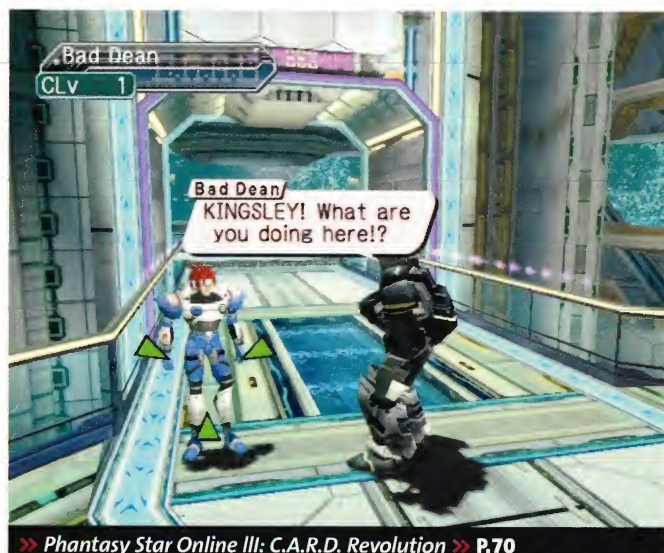
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» Donkey Kong Country 2 » P.74



» Serious Sam: The Next Encounter » P.80

MEET THE TEAM

They write the words you love...



TIM STREET

I know one massive game that's coming to the DS. Mike hasn't got a clue. That'll teach him for beating me at Wario.



MIKE JACKSON

I may never win skipping, or get the karate trophy first, but you messed up the hair cut, Tim! That's EASY!



DEAN SCOTT

Avenged 'act of God' injustices on Wario by crushing Tim and Mike at linked-up old-skool Tetris – the truest test.



KINGSLEY SINGLETON

Used a TV remote to confirm Arsenal are the best. And missed all the angry Wario action. Stupid holiday!

SPECIAL THANKS TO...

CHRIS KOHLER

The celebrity status of having a guard named after him in MGS: The Twin Snakes went to his head. Chris is now in rehab.

FRANK CIFALDI

Took the NOM name in vain to secure one-on-one interviews with the Playboy girls at E3. We wish we'd thought of that.

BARNY ZOELLER

Tried to sneak into our offices to take his Metal Gear Masterclass shots, but his squeaky prosthetic leg gave him away.

SCORES AND AWARDS

90+	A Nintendo classic
85-89	Exceptional in its class
80-84	Great fun, but not ground-breaking
70-79	Some nice ideas, but lacks Nintendo magic
60-69	Few classic moments, for die-hards only
50-59	Been there, seen it, played it. Yawn!
40-49	No ideas, no gameplay, no way
30-39	Not worth buying
0-29	Not worth stealing



POISON
A real minger that might give you a bad disease just by touching it. Like Universal Studios.



SUPERSTAR
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.



F-Zero GP Legend

If you've got reactions like your grandad and huge, unskilled paws that people point and laugh at, don't even bother trying this.



■ Falcon's all smiles now, but he knows full-well he'll need to stop at a Little Chef on some god-forsaken asteroid to ask for directions

Game info

Price: £29.99
Publisher: Nintendo
Web: www.nintendo.co.uk
Players: 1-4

Out
June 4th

F-Zero games are fast. Let's get that over with now so that we can have a review without cruddy jokes about our eyes burning or having brain meltdowns. It's not funny. Our eyes would burn if we stared at the sun through a magnifying glass. That would be funny, but stupid.

The only pain F-Zero GP Legend is likely to cause you is in your index fingers as you constantly slam the GBA shoulder



■ Let's discuss turning left now

buttons to activate boosts or lean your ship harshly into those sharp turns and hairpin bends. If you're a wimp with big hands, like Tim, an hour's play on a GBA SP will leave you whimpering over finger cramps. But you don't see Michael Schumacher complaining of aches and pains

Move to the music

Those classic *F-Zero* tracks are back again

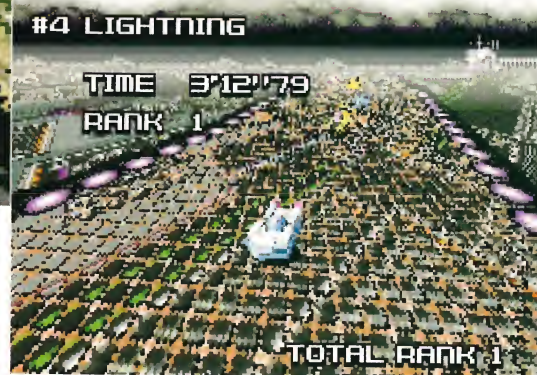
■ If you're into video game soundtracks as much as we are at *NOM*, you'll be standing on your TV, air guitaring like one of those pillocks from *Busted*. The rocking tunes in *GP Legends* are some of the best ever. All the best songs from *F-Zero X* are in there and a few remix versions, too. That Mute City theme will never get old.



No-one wants to drive in fog – just chill to the music



You were too busy tapping your feet again, mate



“The speed alone is a real buzz and the tracks are absolutely awesome.”

from throwing a 200mph car around a track for two hours, do you? No. Silence all complaints, then.

GP Legend may look very similar to *Maximum Velocity*, which looked and played the same as the Super NES original, but it's the first to bring all of the improved features of the N64 and GameCube versions into 2D *F-Zero* gameplay. To start with, the power bar is now also your boost meter.



It's about time they got rid of the restrictive one-boost-per-lap system from the Super NES original, that re-appeared in *Maximum Velocity* – a single boost is very shabby considering these are supposed to be futuristic racing ships. *GP Legend* lets you boost as many times as you like, but doing so seriously saps away at your power bar. This is something you can't afford to neglect. Your ship can normally take plenty of abuse, but if you've had

your fingers planted on the boost, buzzing around the course like a nutter, your power will run out fast and one touch with a wall will end your race. Using boost is all about strategy.

As usual, flying over the bright green strips allows your ship to regain some healing power so you can let rip some more. Just like in *GX*, you'll be spacing out your boosts, waiting tactically for the final lap before going flat out on the nitro and spitting jet fumes into the

faces of trailing racers.

Also similar to *F-Zero GX* is the number of craft available and the ability to set them up. There are more than 30 ships in *GP Legend*, in contrast to the weak selection of just ten in *Maximum Velocity*. Most of them you'll recognise from previous games in the series, but there are some new ones. Only five will be open at the start. You'll have to work hard for the rest. Typical, eh? >>





Before you start each race you get to set up the acceleration versus top speed setting. It works in the same way as in *GX* – sacrifice speed for acceleration or vice-versa, to give the best performance for the course you're about to race.

You'll need high speed on wide tracks with easy bends where you can blast around. Set up the ship for acceleration on the tighter tracks and you'll be nipping through tricky chicanes and nasty mine-infested hairpins without parking it in the wall.

That's easier said than done. Forget the pitiful three-opponents in the arcade races of *Maximum Velocity*. There's you and 29 of the suckers on the



■ Nice pink ship you've got there, mind if I spit at it on my way past?



■ That's what you're after – that weird silver mess of a trophy



■ Heading for the protective cabbage strip won't help you win



■ So, it's right past Saturn and then... no lost already

course, all trying to batter you out of the way. But you don't have to take the abuse lying down. You can give the other ships a hefty side-barge by double-taping either of the shoulder buttons.

We admit, it's not as satisfying as it would be to fire a massive heat-seeking rocket up someone's rear jets, or to cap the

Head to head

Single-cart link-up is for the cheap

■ *GP Legend* may not feature Red Shells, Lightning Bolts and Power Stars to blast your opponents with, but it's still cool to play in multiplayer. It's neat being able to play with a single-cart, too, especially if you and your mates are skint. Unfortunately it's far too limited that way. Get two or more carts to have head-to-head races with access to all the tracks and ships that you've unlocked. Then you're in for some proper fun.



Now just ease up on the clutch and off we go...



The other racers fall in behind, showing respect

Nutty tracks

But it's still safer than the A14, as Mike can testify

■ The tracks are flat, meaning they can't have loop the loops and huge, burrowing pipe sections like in *F-Zero GX* on 'Cube. But they still kick ass. What we're talking about here are ice-covered hairpins that are evil to turn, clusters of land mines to dodge your way around and jump bars to help you leap across different sections of track.



The future: huge robocows drop their guts at will...



... and race tracks are built from nose bogies and wafer-thin biscuits...



... even ice pops get a look in. Oh no, those are jump bars...

"There are over 30 ships in *GP Legend*, loads more than in *Maximum Velocity*."

driver through his windscreen with side-mounted machine guns. *F-Zero* avoids lowering itself to satisfy our sadistic fondness of games violence. But smack opponents at the right moment and they'll ricochet off the wall and explode or fall off the course, as you speed off mercilessly with your arm out the window and your middle finger raised.

At first, we were quite excited at playing the Story mode. But to be honest, it doesn't compare to the GameCube version. There are eight characters, each with their own little story that spans over five missions/races. But whereas in *GX* you'll be speeding through rocky canyons, escaping exploding bases or negotiating a tight run with a bomb strapped to your ship, the scenarios in *GP Legends* aren't nearly as varied.

Every scenario set by the story-telling cut-scene leads up to one thing – a crappy excuse to race. Captain Falcon has to escort Dr. Clash to safety – mission objective: race Dr. Clash. Captain Falcon has to imprison the evil villain, Zoda – mission objective: race Zoda. Captain Falcon's mum has run out of neo-milk and

tea capsules and sends him to the local shop to get more – mission objective: race the shopkeeper. FOR GOD'S SAKE! It doesn't even make sense. We fail to see how zooming past Dr. Clash to beat him to a checkpoint translates as escorting him to safety. And none of the missions are particularly challenging. *F-Zero* experts will finish most of them first time.

No matter how dull, you'll want to whizz through them anyway to reap the rewards – new ships and the extra modes; Time Attack, Training and Zero Test. Time Attack and Training are nothing out of the ordinary. Zero Test sets you 48 different missions to complete, but again all are simply timed runs rather than proper missions. It chooses the course and ship, and you've got to get through a section in a time limit. Thankfully, it's more challenging than the Story mode.

The refreshing and varied gameplay we expected in the Story mode was sadly absent. But this by no means makes *GP Legends* a dull game. The speed alone is a real buzz, and the tracks are absolutely awesome. **Mike Jackson**



So, should you buy it?



Yes if...

You're looking for the ultimate speed in a GBA racer. It can't get quicker than this.

No if...

You can't handle it. *F-Zero* requires some serious twitch-reaction skills.

You'll love it if you like...

Mode 7 racers. Great handling and tracks make this a speedy alternative to *Mario Kart*.

GRAPHICS

8

Impressive weather effects like fog and thunderstorms, but bland backgrounds.

SOUND

9

Crystal-clear menu speech, crunching wrecks and great tunes. It rocks.

GAMEPLAY

8

No cool extras in Story mode, but we can't fault the handling. Plays brilliantly.

LIFE SPAN

7

With over 30 ships and three modes of play to unlock, there's plenty to do.

VERDICT

► The overly simple Story mode is new but it's little more than a bonus feature. When you consider that just leaves the GP or Zero Test it doesn't leave much. For hardcore racing thrills though it cannot be faulted.



BEST BIT: It's *F-Zero*, innit? It may be GBA-sized, but it still thrills.

WORST BIT: Story mode. It's easier than switching on your GBA.

SECOND OPINION

► I wasn't into the Super NES *F-Zero*. What can I say, I was a confused young man. This is great though, but it just reminded me I needed to finish *F-Zero GX* again. **Dean Scott**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"SPEED KING"

82%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



Game info

Price: £39.99
 Publisher: Sega
 Web: www.sega.com
 Players: 1
 Memory: 28-32 blocks

Out

July 9th

➤ Sonic Team ought to be put in jail for this. A game where the **LOADING SCREEN** is actually the most interactive part. By which we mean, you press a button and something happens in response. A musical note. If you knew the rhythm the notes were meant to be played in, you could actually have a fair stab at a song. Clang, clang, clang, ching!

We'll be upfront about it: this doesn't end happily. *Phantasy Star Online III* is deliberately defiant of all the things video games are supposed to be about. We're going back in time now, imagine your own wobbly screen effect.

It's 1991 and people are wearing flares and listening to Jimi Hendrix. *Sonic The Hedgehog* has just come out on the Sega Mega Drive. A little blue dude thunders around a loop and chadda-chings his way through a load of coins. And we do mean THUNDERS: this was the sort of thing God had in



■ That's what it says on my ASDA name badge, chief



■ "... you also unlocked the +2 Hotpants of ultimate starchiness"

mind when he was setting the speed of light back at the dawn of creation. The kids' brains could hardly handle it. People were CRYING. Sega's Sonic Team had created a landmark video game sensation. A roller coaster just for your face and the catalyst for many people's continuing burning game lust.

Imagine, then, if they'd followed this up with a strategy game on grids. Where a fight could last an hour and the most aggressive act imaginable was to click on a picture of a sword on a card, causing it to be automatically swung some

several seconds later. The kids would have gone berzerk. They'd have razed Gameland to the ground and we'd be the *Official Rubble Magazine*.

When did gaming become a spectator sport? Where the action basically unfolds without you having to react, dodge, shoot and jump? You know, really playing the things? Somehow we've gone from 10p to obliterate alien scum in a stream of vengeful hellfire, to £39.99 to spend half an hour at a time not really hitting them.

Look at me playing *Phantasy Star Online III*. I'm staring at the screen, flicking through some attack cards under no pressure

Phantasy Star Online

Does that mean 'revolution' in that it's a game you mostly don't play, or are they talking about the whole online thing?



■ See those red boxes? They are the sworn enemy of gaming fun



whatsoever. It's so laid back, I can lie down. I'm going to lie down. It makes no difference. It's a lot of watching, some clicking to start off more watching and then a Congratulations screen appears. This isn't how video games were supposed to turn out. They're meant to rock your god damn eyeballs out of your head.

The worst part is, I don't mind this. But it's not video games. It isn't. This is a craply-plotted sci-fi novel meets a game of chess meets Industrial Light & Magic meets *Yu-Gi-Oh!*.

Fanboys: silence. We were part of the magnificent explosion that was *Phantasy Star Online* on the Dreamcast. We hung out in the lobbies of the Pioneer absolutely aware that this was



III: C.A.R.D. Revolution



■ Make sure you whack on some sun cream, love – you'll probably be here a while



■ This battle is in its sixth hour. We need the toilet



an absolute revolution in video games. You ran around in groups hacking and slashing through a fairly basic RPG to get rarer and rarer items. It was magnificent because it was all with real people. On PC online games, you only made enemies. On *Phantasy Star*, you made

friends. Friendships that would survive closed-down game servers cross over into real-life. It was a beautiful thing.

But at its core, it had gamey things to amuse you. Roaming around. Pressing an attack button and having your on-screen alter ego immediately

taking a swipe at whatever was accosting you and your mates. Instant reward. The fights here are like doing a big sum on a calculator. Your only reward is when you press 'equals' at the end and the answer is vaguely what you wanted. You get a few more cards to play with next time

around. Or to take into ONLINE CARD BATTLES. We'll get to that later. Depending on your perspective it's either the whole goddamn point of this or not enough reason to drop thirty squid on a broadband adaptor.

Offline, here's the plot. Good guys (the Hunters) versus bad



PS-Off!

How to ****ing swear in *Phantasy Star Online III*

Because *PSOIII* is community game, Sega can't have you on there cussing like you've just slammed a cutlery drawer shut on your nutsack. The real A-grade swearwords obviously get censored, but

Sega even draws the line at 'dick' and 'arse'. We've found that starting your swears with a number, e.g. 1BOLLOCKS can fox the system. Otherwise, get creative with your insults. Like we did:



guys (the Arkz). You can be either, which is a neat twist. The Hunters 'fight' with big swords, guns etc, and the Arkz like to summon up big hairy monsters to chew on your face. You press a button to roll some dice, which determines what you can do

next. We'd prefer 'skill' to 'random', but oh well, there you go. Then it's a matter of selecting which weapons cards to play and marching your bloke around a grid.

As a rule, I'd rather be involved in a plane crash than a card battle. But this is well thought out and easy to understand. It's a shame you can't pull out a card in real life that makes a sword or twin machine guns appear in your hands with a stylish digital twinkle.

It doesn't make sense to us why you can only cap someone with a gun if they are standing toe to toe with you. Surely the whole point of packing a piece is

that you can smoke a brother from long range or as you roll past in your blacked-out Benzo? At least in *Advance Wars* the scale on the map meant the weapon ranges seemed about right. And you saw the decimation as rocket fire poured down on a platoon of soldiers. Here, you blaze a dude in the face, he recoils slightly, but is still there bouncing on his toes in front of you.

Back to that plot. You get asked to do some truly

nonsensical things. Allow us to paraphrase. "Hello, I'm your boss. Listen, my kid doesn't want to do his homework. He

needs to collect some coral from Tener Sinus beach on Ragol. Can you go down there? P.S. There are people down there who will try and execute you. Thanks!" If that's the National Curriculum of the future, we're glad to be living now. We can do without a GCSE in Getting Eaten By A Wolf. But as far as digital card

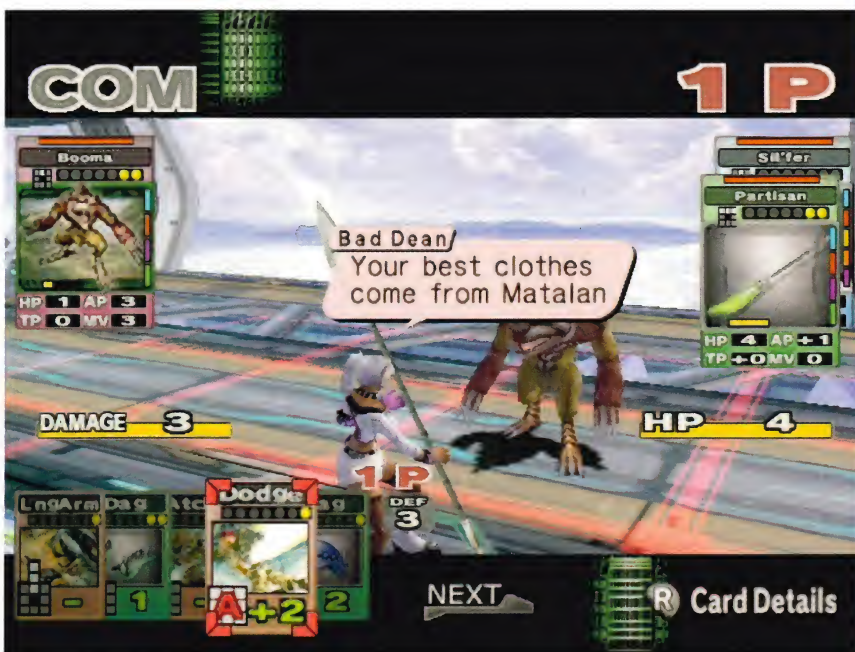
Browse Card



Brush Card Info

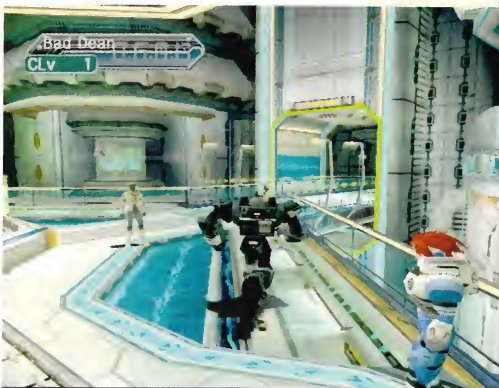
■ Pick a card... it's so EXCITING!

"As far as digital card games go, it's the most fun we've had in years."





■ Forget the tiresome 'action' and drink in the sweet scenery



■ The Death Gunner – almost as hard as the Whispy Tickle Fairy

“We’d rather be off exploring a dungeon in *Zelda* than building a deck of cards.”

games go, it's the most fun we've had in years. *Yu-Gi-Oh!* seems absolutely impenetrable compared to this. Never forget, though, that mankind invented video games because he was bored with existing leisure pursuits like CARDS.

What *PSOIII* does is to invent a simple card game, build in the 'gotta catch 'em all' fever of winning new cards for your deck and take it onto the internet. There, willing cardaters can take place in online tournaments. Flop out their decks and wave them around in front of real (virtual) people. That's the draw here. That's the reason we're going to get crucified on internet forums. *PSOIII* facilitates global

card wars and for some people that makes this an immediate 100% game.

We'd rather be off exploring a dungeon in *Zelda* than strategically building a deck of cards for a fight that takes the better part of forever. Even if you wouldn't, buying the game is only part of what you need to do to kick off the fun. If you're planning on talking to people online, you need a GC keyboard. These exist, but we couldn't find a UK store listing them at the time of writing. Surely shops will stock them alongside *PSOIII*, otherwise you'll be entering messages with the d-pad and you rarely get anything Shakespearean in a txt mssg do you, d00dz? **Dean Scott**

“It's teH pHUn!”

Don't take our word for it. We polled people for their opinions on *PSOIII* in the game's various lobbies

SnowDemon

I like the strategy, but I would have preferred a hack and slash with a better combat system.

Newb-Killer

Episode III is like being in the marines. People that play *PSO* are losers.

ALEKTORO

U R SUCH A NOOB!

IRONSIDE

This game AWESOME!

Simbion

What was that? 30 minutes of NOTHING?!

Buggy

This game owns all! Except Final Fantasy games.

So, should you buy it?



Yes if...

You want to go online and strategise in *PSO*'s gorgeous alien worlds. Or you're a card-liker.

No if...

You like action. You could speed-run through *Mario World* during one long *PSO* fight.

You'll love it if you like...

Your dusty broadband adaptor, GameCube keyboard and the idea of some online love.

GRAPHICS

8

Angular, but beautifully organic alien worlds. We love how *PSO* games look.

SOUND

8

Hauntingly beautiful scores. They won't bore you, even when the fighting does.

GAMEPLAY

6

Incredibly long-winded battles, but the cards system is accessible and has depth.

LIFE SPAN

8

Every fight takes an eternity, but online play gives the game massive longevity.

VERDICT

► Fill in the score box yourself. Are you willing to pay a subscription fee of £5.99 a month for, well, forever to be part of this? Is it really a video game? The *NOM* crew aren't buying into it.



BEST BIT: Being online and saying stuff about other people's mums.

WORST BIT: The fights last longer than a *Robot Wars: Dead Batteries* special.

SECOND OPINION

► Do not leave *PSOIII* in the same room with other video games of the same gender. It will almost certainly try to make a baby with them. **Chris Kohler**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

“YOU TELL US”

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Ostrich racing. As hilarious and bizarrely pointless as ever



■ One slip and the smell of banana fritters will be everywhere



Donkey Kong Country 2

Take one classic game and put it through a meat grinder – this is what you get...

Game info

Price: £29.99
Publisher: Nintendo
Web: www.nintendo.co.uk
Players: 1-4

Out

June 25th

At the start of the game Captain K. Rool's good ship raises the Rare flag followed by a white one emblazoned with the Nintendo logo. Whether that's the Big N surrendering to the fact that this is a DK Barrel of Rambi crap or just a simple intro incorporating the Kaptain's ship is anyone's guess. But from what we've played, *DKC 2* needs to be thrown overboard and left to rot in Davy Jones' locker.

It's not that *DKC 2* was always a bad game, because it wasn't. Rare's second outing with the DK crew was a classic in '95, but games move on.

Squeezed down to small screen size, it loses a lot of what made the Super NES game a classic. It was one of the first to use pre-rendered graphics and that thrilled the gaming world nearly ten years ago so you'd think it would be easy to shift it onto GBA without losing some of its graphical muscle, but it does. The rain effects look rubbish and the worlds just look too washed out so the detailed Super NES effects are lost in the process.

DKC 2 led the way alongside the *Super Mario* games, but recent platformers have just nicked their ideas, feeding off their success like a rampant Troff 'n' Scoff. Through no fault of its own the game now looks tired and on the GBA screen it not only looks ropy, but is totally frustrating to play.

Before you ask it's not because we're pants at games. That's Mike's job. Seriously, this game is infuriating at times, but when you can't do anything about it you swear to god you want to roast Diddy

Kong slowly over an open fire, banana in his gob while you high five King K. Rool.

Picture this. You're inching your way across the ropes high above the deck of Gloomy Galleon. It's tanking down with rain and you've just leapt over three Zinger wasps in a row. Now you've gotta jump into the unknown to catch the

ropes on the far side, except there's no way of knowing they're there, you just find that out once you've lost a life. You've also gotta do it with Dixie and utilise her Ponytail Twirl otherwise you'll land short with Diddy on a Zinger and get stung up the jacksy. It's the Small Screen Syndrome yet again – it



■ Monkey maths lesson one: *DKC 2* plus your cash equals a bad idea

The biggest score ever?

We spend ages debating game scores you know

■ Back in the days of *NMS*, the *Donkey Kong Country* series were the greatest games ever on the Super NES, so much so that *NOM*'s current über boss Andy claimed 'it's still the graphics that do it for me'.

Today we're not quite so sure on the GBA small screen, but back then it got a whopping 97%, the same score we gave such Nintendo classics as *Ocarina of Time* and *Perfect Dark* on the N64. But that's not the biggest score we've ever given a game. The accolade goes to *DKC 3* which got a brain melting 98%. Eat that Link!



Run away to the circus! Diddy's off to be stuffed in a cage and spat at by kids



The arrows give it away. Watch out for ones that point down though

"This crazy menagerie is still one of the coolest to run, fly or crawl on Nintendo."

happened with *Speedball 2* (when you couldn't see your team mates) and with *Aladdin* (where jumping blindly became second nature to street boy). They might not stick in the mind but these games were mint years ago, why can't they still be great when *A Link To The Past* and *Mario World* are gaming gold on GBA?

As with previous outings collecting all the KONG letters and Kremcoins gives you a warm glow and if you've never played a DK game before it will introduce you to such awesome characters as Diddy, Funky and the ever-cynical Cranky (the original DK fact fans). Plus the game's crazy menagerie is still one of the coolest to run, fly, crawl and swim onto a Nintendo machine. It's a shame that they look a bit shoddy that's all.

As with most Super NES ports the developers couldn't resist but spoil you with a couple of mini-games. Diddy's Dash, a race to finish the levels against

the clock, offers some replay value and a cool Espresso ostrich race is a good laugh, at least until you play Epona racing later in the year in *Four Swords*.

For now though *Donkey Kong Country 2* is a pale imitation of the Super NES king. If you've never played it before (or any other *DKC* game for that matter) don't sniff at this. Just think of it as a rampaging horde of Kremlings and avoid it at all costs. **Tim Street**



■ This is what happens when developers take things too literally

So, should you buy it?



Yes if...

You're new to *DKC* and want to see what all the fuss was about back on the Super NES.

No if...

SMW and *SM64* are the platform kings in your house. Nothing can beat them.

You'll love it if you like...

Diddy and think he's the coolest Nintendo character around.

GRAPHICS

5

Lost in conversion from the Super NES the characters look rough.

SOUND

6

Ten years ago the sound was some of the best ever. Now we're not so sure.

GAMEPLAY

6

Controlling Diddy and Dixie is fluid, but it looks tired now.

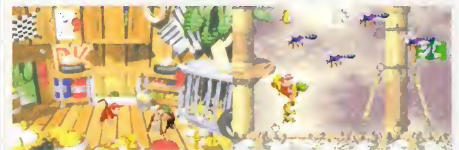
LIFE SPAN

6

At least you don't have to backtrack like in *DK64*, but it can get very boring.

VERDICT

► Even dedicated fans of the series are going to wince when they see this and that's not just when Diddy lands on a Zinger. Once it was gaming gold, now it just fails to shine even with a bit of GBA elbow grease.



BEST BIT: Cranky's cynical whining. It never fails to raise a smile. **WORST BIT:** Could they make the graphics look any worse, please?

SECOND OPINION

► You're asking the wrong monkey. I dislike this as much as when it first came out. There are blind jumps, jerky controls and no more wow-factor visuals. **Dean Scott**

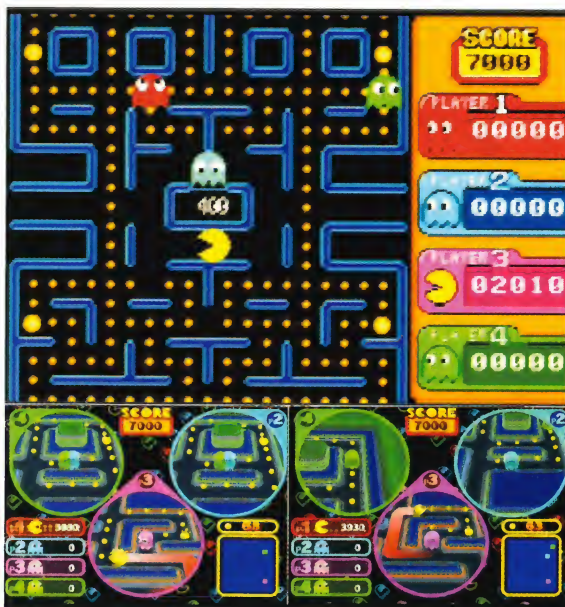
Nintendo

OFFICIAL MAGAZINE UK SAYS...

"DONKEY PONG"

66%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Above: what the ghosts see. Top: Pac-Man's GBA view



■ Ghosts on the run. They are grey. They are scared. But no, Player 2 is deceived!

Game info

Price: FREE (with *R: Racing*)

Publisher: Namco/EA

Web: www.namco.com

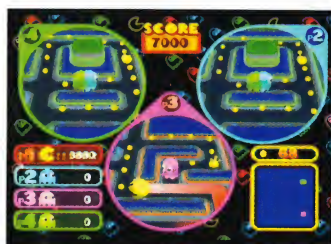
Players: 2-4

Memory: N/A

Out Now

Pac-Man VS

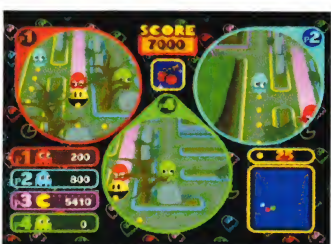
A full review, at no extra cost! Absolutely free! Terms and conditions apply, of course...



■ Pinky goes for the kill while the other two practice harmlessly passing through one another



■ In the 80s he was called Blinky, but now it's all "call me Player 1 or I'll bust a cap in yo ass"



■ Sometimes you could almost imagine old Pac had a 'tasse...

We know what you're thinking and frankly it disgusts us. "Oh, look at poor old *NOM* reviewing a free game because it's a dry month". A DRY MONTH?! Are you joking, man?! *Phantasy Star Online*. ON. LINE. That means the internet or something. Anyway, just shut up. In case your brain has lapsed into stupidity, this was the biggest of big bananas at E3 last year. This was the game that Nintendo dared to wheel out as a hushed world waited expectantly for *Super Mario 128*.

But in just 12 short months, *Pac-Man VS* has gone from the brightest light in the Nintendo universe to a game that comes free with the crushingly disappointing *R: Racing*. If you have *Ridge Racer* in your blood, the latest game in the series will give you a fatal case of the bends. Driving behind people until they randomly crash? It shouldn't even exist.

But hey, what if you could pretend that *R: Racing* was the free game and that all along you were paying for *Pac-Man VS*. Would it all be worth it? Not unless you're going to play with three friends, it wouldn't. You could imagine Iwata putting a fatherly arm around Miyamoto after the E3 conference and saying "Shigeru, my friend, why don't you take a few weeks off? Recharge your batteries. You've been working very hard". Then doing a sly cutthroat gesture to the HR woman waiting in the wings.

But that would have been to misunderstand the genius of this game. Usually the minimum requirement for any game is one pad. Here it's effectively one pad, three link cables and three GBAs. A big ask, of course. Commercial suicide, in fact. Hence the freeness of this little gem.

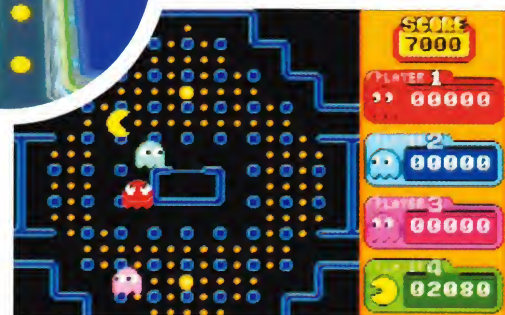
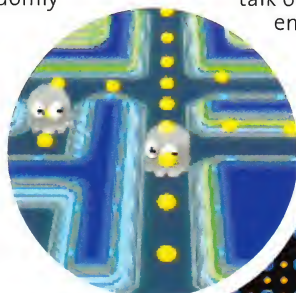
It's *Pac-Man*, but with intelligent ghosts.

Intelligent because they are your human friends, or perhaps not for the same reason. Pac-Man sees the whole screen on GBA, the ghosts see a small portion of it on the TV. They have to work together to trap Pac. One player sees a red flash (which is the trail Pac leaves in his wake) and tries to tell the other players where he is. "He's up in the top left. No, the middle. Shut up Jackson, at least I saw him, you bender. Are you going to chase him or just run around like a fool?" That's what multiplayer is all about. Harmless, friendly banter.

Catch Pac and you get to be him. You swap controllers with the other person. In *NOM*'s gilded palace of sin that's not a problem. We've got a whole flock of Wavebirds here, but if you're one of those controller wire peasants we hear talk of you might find yourself

entangled in a hellish loom of cables.

With four players, *Pac-Man VS* is almost as potent a reinforcement of the connectivity dream as *Four Swords* is. Having two viewpoints of the same game definitely adds something.

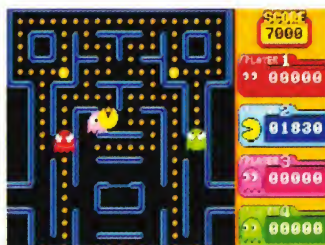


■ Tight mazes like this favour the ghost players

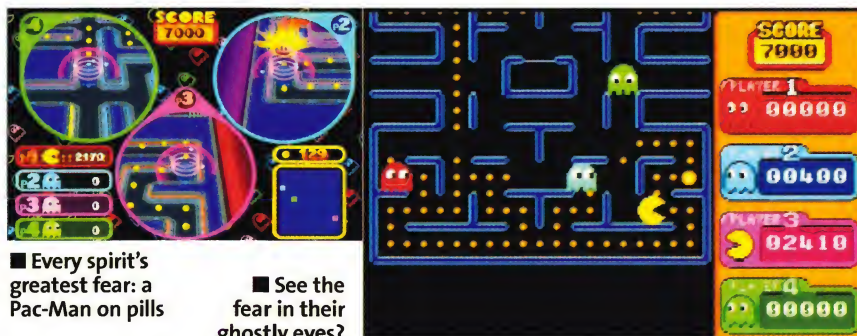
Hmm, maybe that's an idea Nintendo should pursue in a future handheld product? *Pac-Man* is one of the most basic games ever devised and yet the second screen magically adds depth. Whatever next? A massively multiplayer online *Space Invaders*? Left, left, FIRE! Down. Right, right, right, FIRE!

But listen, it has to be four players. Has to be. Well, it doesn't HAVE to be. But each player you take out, is like knocking out a supporting wall of FUN. Keep hammering and the ceiling of tedium falls in and crushes you. With the minimum two players, it gets boring quicker than President Bush reading a trigonometry textbook out loud. Player one is basically playing *Pac-Man* and player two is chasing shadows. Player two might not want to come round to yours again. You'll both say things you don't mean and lonely regret will squeeze your heart.

If you're struggling to find enough players, here are a few tips. Slap on some Old Spice and go to a nightclub and lead the birds back *Pied Piper*-style. Or go to a petrol station, attack someone filling up, kidnap them with their own car and head back to *Chez Yours*. They'll play in silent fear if you gaffer tape up their mouth and soak them in petrol. They might even let you win. That's how friendships begin. *Pac-Man VS* is the arrow in Cupid's buddy bow. **Dean Scott**



“They’ll play in silent fear if you gaffer tape up their mouth and soak them in petrol.”



■ Every spirit's greatest fear: a Pac-Man on pills

■ See the fear in their ghostly eyes?

Bruce Willis is a ghost...

... and Haley-Joel Osment is Pac-Man.

■ Let's be clear, you only need one GBA to play. Here's how the cast of popular thriller *The Sixth Sense* got on in the world of *Pac-Man VS*. Pac scores points for eating pills and fruit, the ghosts score points for eating him. First to, ooh, 7,000 is the winner. WAKKA-WAKKA.



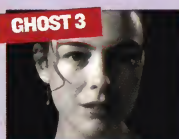
PAC-MAN
HALEY: "I see dead people..."



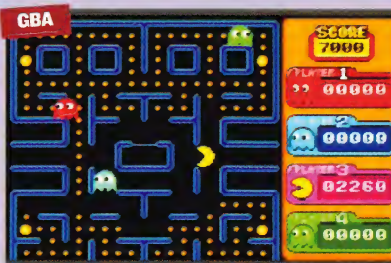
GHOST 1
BRUCE: "Yippee kiyay, motherf***er!"



GHOST 2
MOM: "Son, you're dead meat"



GHOST 3
OTHER WOMAN: "Who am I again?"



■ Osment (Pac-Man) can see ghosts! He sees them coming and they can't see him. This rectifies the numerical disadvantage



■ The problem with fictitious people? No teamwork. Talking is the key. Lucky Willis just killed a guard and got his radio

So, should you play it?



Yes if...

You bought *R: Racing* and wondered what that other disc-shaped thing in the box was.

No if...

You're a loner. It's a minimum of two players and only really peaks with four.

You'll love it if you're...

A retro guzzling fan boy with a ready supply of mates to make it all work.

GRAPHICS

7

Practically arcade perfect on the GBA and functional on the TV screen.

SOUND

3

The Mario voice-over man commentates. What a grievous sonic mistake.

GAMEPLAY

8

Ours is not to reason why, ours is but to eat the pills and make the ghosts die.

LIFE SPAN

6

A few different mazes, but that's your lot. You'll play it whenever you can.

VERDICT

> More funny than any free game has a right to be, but it's free for a reason. There's basically just one play mode and you need four people to make it worthwhile. If only you didn't have to suffer *R: Racing* to get it.



BEST BIT: It costs no money. Not even one pence. Nothing.

WORST BIT: Why the hell can't you powerslide properly in *R: Racing*!?

SECOND OPINION

> On its own, it wouldn't be worth it, but it's free with another game! Two games for the price of one is good **VALUE FOR MONEY**. That's sense, that is. **Ben Cook**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"BARGAIN!"

83%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Game info

Price: £29.99
Publisher: Konami
Web: www.konami-europe.com
Players: 1
Memory: Cart save

Boktai: The sun is in your hand

Like those bronzed tanning-booth addicts will tell you, ten years later when they all get skin cancer, too much sun is bad for you.

You can't see me, because I'm hiding. The only problem is, I can't see me either – the sun's in my eyes. That's because you can't enjoy Hideo Kojima's premiere GBA adventure *Boktai* on the couch, or on the subway, or in the bathroom. You have to be outside, standing in direct, strong sunlight, to get the most out of it. There's a solar sensor in the cartridge casing and the amount of UV rays it gets determines whether or not you can power up your character's solar gun to dispatch zombies.

So unless you live in a place where it's sunny and mild all year round, like Florida or Mercury, chances are you won't be able to enjoy *Boktai* on any given day because either the sun won't be out or it'll be far too hot, or rainy, or foggy, or dark, or something. Or maybe

you live in a block of flats and you don't even have a garden. And even if you do live somewhere nice, who's to say that playing games outdoors is all that much fun, anyway?

Don't get us wrong. We like the outdoors, generally. It's just that being outside is for playing football, or walking the dog, or doing other sorts of activities that get you sweaty and sunburned. It's okay to sweat out in the sun when you're doing hard graft, because you can just dump some water on yourself and be done with it. But you can't do that when you're holding a Game Boy and it makes playing *Boktai* all the more aggravating.

And that's a shame, since

Boktai is in most other respects a well-designed and clever action adventure. Kojima has blended *Zelda* and *Metal Gear Solid* into a fun series of dungeons, filled with enemies, weapons and items for solving all sorts of clever puzzles. The presence or absence of the sun doesn't merely determine whether or not your character's gun has killing power – it will even change the make-up of the levels at times, altering such things as the enemies or the layout.

To be fair, *Boktai*'s gameplay does contain some concessions that let you play it in the absence of sunlight. Since this is a Kojima game, you can already guess what it is: stealth.

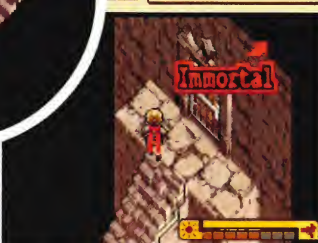
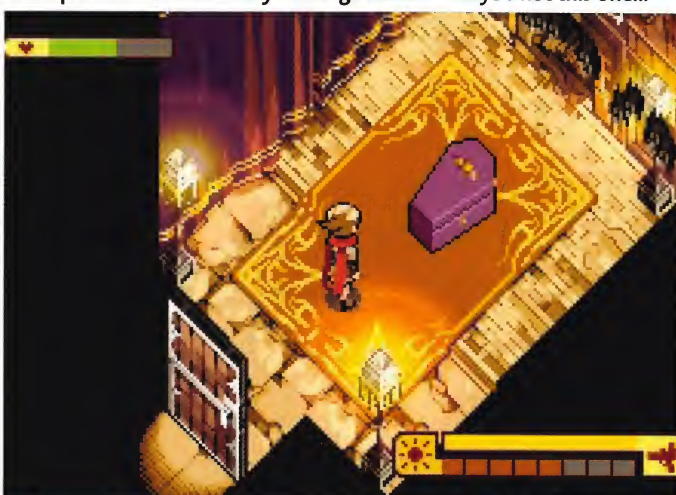
It's much more difficult to work through *Boktai*'s rooms in secret rather than going in with guns blazing, but if you're well versed in the ways of sneaking, you can run through most situations without ever having to shoot your solar gun. But you need the sunlight for the boss battles, which are incredibly easy when the sun's bright in the sky and impossibly hard when it's cloudy.

Boktai's graphics might be the best part of the game. Put simply, they're gorgeous – the backdrops look like watercolour paintings, the flat-shaded anime-style characters are attractive and the enemies are large and expressive so you can tell what they're doing. The only



■ Sunlight is where you tell the spiders what to do... like, "die leg-boy"

■ Purple boxes are normally full of goodness – maybe not this one...



■ Helpful advice like this is missing when vampire bats are chewing on your liver

■ Immortal this way. That's got to be a bad sign, right?

The not-so-great outdoors

The outdoors is a big, scary place and bad for you, too. But if you insist on wandering about your garden or local streets trying to find the right spot to play *Boktai*, be aware of the hidden dangers. Here's a step-by-step guide to the hazards you might find...



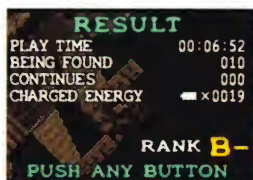
1 First up, make sure you don't step in any surprises left by the dog. More importantly, make sure you bring your cheapo old-style GBA in case you drop it in the poo.



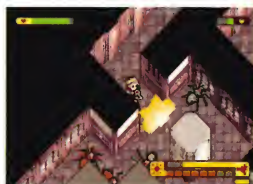
2 An innocent leaf rake can cause dangerous headaches if you don't watch out. Be careful where you put your feet as you battle your way through *Boktai*.



3 Snakes live outdoors. They will strike without warning. Also, be careful of water. God puts it pretty much anywhere without regard for wandering GBA players.



■ Your results screen. Go here to be judged



real issue is that the isometric three-quarters-view layout makes it hard to navigate some room especially when there's little to no shadow to give you any height and depth cues.

The sounds are what you'd call a mixed bag. The music is passable, if not memorable. There's more voice acting in *Boktai*'s opening than we've ever heard in a GBA title before... but it's of varying quality. The voice actor for Master Otenko, the sunflower-looking god/angel/helper who follows you around and gives you advice (he is to main character Django what the Colonel is to Snake, in other words), sounds like he's reading very carefully from a script.



It's just so confusing. We feel like we should like *Boktai* more than we do. How is it possible to dislike a cleverly-designed, good-looking action/adventure by one of the premier game designers of our time? The sad answer is that having to use the solar sensor – the very device that inspired Kojima to make this game in the first place – can really ruin the fun.

How ironic: without the solar sensor, *Boktai* would be much more enjoyable... but then again, without the solar sensor *Boktai* wouldn't even exist in the first place. How's about a GBA *Metal Gear* and we'll forget all about this? **Chris Kohler**

So, should you buy it?



Yes if...

You live in a sunny – but not stupidly hot – place and can sit in the sun without burning.

No if...

Your summers are hot as hell, or you just don't want to play video games outdoors.

You'll love it if you like...

A *Zelda*-style action-adventure with *Metal Gear* flavours and a unique premise.

GRAPHICS

8

Gorgeous, although the rooms in the dungeons tend to look a bit samey.

SOUND

7

Not annoying, but not very memorable either. Crisp, if amateurish, voice acting.

GAMEPLAY

7

You can alter your playing style to suit available sunlight energy, which is cool.

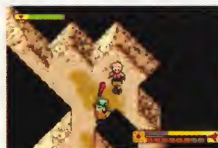
LIFE SPAN

7

You might get frustrated and bin it if there's never enough sun to play.

VERDICT

► *Boktai* would be a truly awful experience if the game itself wasn't so well-designed. Sadly, the use of the sun sensor turns a potential classic into, at best, an oddity that's briefly fun.



BEST BIT: Using Solid Snake's knock move to distract the ghosts.



WORST BIT: You can't play it indoors, or at night, or on the Tube, or...

SECOND OPINION

► This'd be brilliant if you lived on the sun. Kojima's next game should power-up by rubbing the cart on a lady's breasts. You'd get locked up, but it'd be fun. **Dean Scott**

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"SUN BURNT"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

70%



■ Extra-flammable enemies are ten a penny in *Serious Sam*

These guys look friendly – give them a warm welcome

■ It gets even crazeeee-er in multiplayer mode – look at Big Baby! You guys crack us up...

■ Well, there had to be a sniper scope, didn't there?

Serious Sam: The Next Encounter

Game info

Price: £19.99
Publisher: Take 2
Web: www.serioussam.com
Players: 1-4
Memory: 3 blocks

Out
Now

➤ Welcome to death on a disc. Step out into that field over there. Go on, right in the middle. Pick up the minigun. Okay. On the count of three, I'm going to start zapping in raging bulls, skeletal wolves, rocket-toting roman chariots, stomping attack mechs, flame-spitting pterodactyls and giant napalm-puking roboscorpions. Oh, and some flying green ball things with spiky gnashers. There will be thousands of these things. Kill them all.

This will desensitise you to violence forever in about ten seconds flat. One, two, three...

That's *Serious Sam*. A game where you have to kill a seriously stupid amount of vicious creatures, who lack the brains to do much other than charge straight at you. It's an absolute apocalypse and in terms of body count makes *TimeSplitters 2* look like *Songs of Praise*.

There is absolutely no messing about. Most of the time, doors unlock through you terminating every last living creature within a mile radius. A big yellow X bars them shut until then, leaving you in no doubt at all that *Serious Sam* isn't trying to be serious at all. It's *Doom* with polygons, but actually not that many.

The trade off for the waves and waves of baddies that arrive in front of your glowing twin 9mm machine guns or rocket launcher is that they look rough. It's not the sort of game where you're supposed to admire a skin texture before smoking someone. It's basic stuff. The interiors are all fairly square, you see hordes of the same enemy and it doesn't really matter because it's exciting. Initially.

But you soon find a different way to handle the carnage. Walk to the trigger point, look at where the big enemies are. Circle-strafe around them and smash them with rockets. Then retreat to a

good vantage point where you can't be assaulted from the rear and pick off the waves of smaller beasts as they stampede at you.

As the novelty of being constantly caught in a blood bath wears off, you start wondering where the puzzles are. Your brain paces around impatiently inside your head. Finding a couple of artefacts to open a door is as cerebral as it gets. *Serious Sam* may well hone your deathmatching skills to grandmaster perfection, but you can practically feel your brain dying as you play.

The creature designs are fantastically surreal. They're like

■ Tuscany is really lovely this time of year, isn't it?



■ Get in a vehicle and... yes, keep on shooting



"They should've called this *Stupid Sam*. It's dumber than a box of hair."

You cannot be *Serious*!?

There's a GBA version, too. It's absolutely repulsive. Feel our suffering...

■ Just how shatteringly woeful can a handheld FPS get? Step forward *Serious Sam Advance*. It's no exaggeration to say we're staggered that this disgusting piece of filth is allowed any where near a games shop. It looks horrific, it chugs so badly you can barely aim, and there are hardly any enemies to blast. And you can barely make out the ones that do show up.



How we wish we could use the gun on ourselves



What are you exactly?



A giant turd. How apt

It's *Serious Sam* in name only and an indefensible waste of silicon. It's so crap, it lets you walk on top of swimming pools like you're Jesus or something.

NOM RATING: 24%

something out of *Monty Python*. Our favourite is the headless suicide bomber. He's not the biggest and he doesn't hit the hardest. But he screams as he charges towards you. You can hear the noise from a long way off and you start scanning the horizon to see where he is. As the screams get louder, you start to get frantic. Panic sets in as you desperately pan around trying to spot this idiot before he smashes into you and blows you sky high.

Actually, maybe he'll smash into your mate if you're playing the main story through co-operatively. The one thing we don't like about that mode is that your bullets hurt each other. And *Serious*



Sam isn't the sort of game where you can be all that precise.

The deathmatching is a mixed bag. Yes it's fast and the levels are nicely laid out, but you're saddled with a giant name badge floating over your head by default. This makes it stupidly easy for you to be seen and get shot. There's no sniping or hiding, which takes a lot of the fun away. Your attacks become as one dimensional as the headless idiot boys that charge at you screaming in the main game. That's in keeping with the ethos though. They should have called this game *Stupid Sam*. It's dumber than a box of hair. **Dean Scott**

So, should you buy it?



Yes if...

You're looking for an FPS you can just dip into and get waist-deep in stinky alien guts.

No if...

You have more than a single brain cell and would like to keep them from dying out.

You'll love it if you like...

Brainless kill-fests like *Doom*. It makes *TS2* look as complicated as astrophysics.

GRAPHICS

6

Fairly angular, but that makes it all run faster than a doped-up US sprinter.

SOUND

6

Crunch gun rattles and messy death squishes. But nothing special.

GAMEPLAY

7

Basic, but exhilarating. And the control with the GC pad is extremely sweet.

LIFE SPAN

7

It's basically a short, straight line of death, but the multiplayer is a laugh.

VERDICT

> Fast, action packed and extremely messy. It requires zero thought and quickly falls into a familiar groove, but it's only 20 quid. So stop your whining or I'll kill you as well.



BEST BIT: The absolutely ludicrous death tolls. It's videogenocide

WORST BIT: Killing is all there is to it. Where's the variety, like?

SECOND OPINION

> I think this game is a pile of garbage. It looks incredibly amateurish and it's mindless to the point of not being fun. I'd score it in the fifties tops. **Mike Jackson**

Nintendo
OFFICIAL MAGAZINE UK SAYS...

"SERIOUSLY DUMB"

77%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

And then there's...

Fightbox

Publisher: BBC
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: Cart



Confession time: we've never seen the TV show. At least, not properly. It just looked like embarrassing fat robots shambling around to us, with the sort of graphics that wouldn't even be good enough for *Catchphrase*. So we decided to use the TV to play an actual good game, instead of watching a crap one.

That's irrelevant, though. We've never run around in a cave with a sword, but we know the *Zelda* games are special. Here's a clue as to how good *Fightbox* isn't: most games shops are knocking them out at a tenner apiece. Actually it's not even worth that much.

You take control of a comically clunky and sluggishly moving robot. You smash boxes up, punch other machines and run around changing the colour of a tiled floor. Each of the various events only lasts a couple of minutes, but they'd be your least favourite games if they accidentally showed up in *Wario Ware*.

You barely feel in control of what's happening. Moving the robot feels like steering an oil tanker and they're slower to punch than a *Rocky* DVD on pause. If the TV show is anything like this rubbish, we reckon we made a wise choice ignoring it.



Dragon's Lair 3D

Publisher: THQ
Release date: Out now
Price: £29.99
Players: 1
Memory Card: 16 blocks



And now it's a history lesson, so pay attention. In the 1980s, there was an arcade game that looked exactly like a cartoon. Not 'similar' like the *The Wind Walker* does. EXACTLY like a cartoon. Because it was a cartoon, in actual fact. You had minimum interaction and it was linear as hell. It sure looked amazing though.

The new version takes the cartoon hero and enemies and drops them into a 3D world. It looks odd. Other flaws include traps that execute you without a second to avoid it and some weird game logic; an ogre can chop you with a sword for ages, but a flying book in a library slays you instantly. Like that's fair.

Despite all that, we got quite into *Dragon's Lair 3D*. It was oddly comforting to play something this linear, where you have to be a Mike J-calibre navigator to get lost. Once you pass through a door, that section is done. You won't have to come backtracking through on another objective like a Rare game.

The puzzles are straightforward and the combat only gets interesting during boss battles, but if you see this going cheap (like we did this month) it's a decent bet.



Pitfall: The Lost Expedition

Publisher: Activision
Release date: Out now
Price: £29.99
Players: 1
Game Save: Cart



Let's just say it'd have been better for this expedition to have stayed lost. Is it the sort of thing you'd send Indiana Jones out looking for? Hardly. The best thing about it are the words that flash up on your GBA screen – the game's dialogue and plot are actually quite funny. "Let's not question this too deeply",

says Pitfall Harry as a hang glider magically appears. He says it again when he manages to carry the item in his tiny rucksack. Trust us, it's amusing. But a few smirks ain't worth thirty notes.

The platforming elements break every rule in the book. Harry appears massive on the GBA screen, so you can hardly see where he's going. And he legs it like an olympic sprinter too, so it's stupidly hard to avoid obstacles. We don't mind games killing us, we're used to it by now, but when there's nothing we could have done it makes us want to throw the games cartridge out of the window. And then watch as big trucks run over it.

Luckily, we played the top-down and hang glider scrolling sections before we chucked it, but they couldn't elevate this above the average either. Hope Activision don't want their broken game back.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FRIGHT BOX"

29%

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Nintendo

OFFICIAL MAGAZINE UK SAYS...

"LAIRY"

65%

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Nintendo

OFFICIAL MAGAZINE UK SAYS...

"A PITY"

51%

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Get into the ultimate 3D adventure
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OUT MAY 14TH

POKÉMON™
COLOSSEUM



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HOW TO GET HEARD

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- **Email!** Write no more than 40 words, to tim.street@emap.com, adding your name and town.
- **Web!** Check out the nintendomagazine.co.uk forums and tell us your thoughts.



If only **F-Zero GX** came with a track editor, it would have been a truly awesome GameCube racer.

Matt Dixon, Derby



Prince of Persia

■ *Prince of Persia* has good graphics, amazing gameplay, puzzles that are hard without being frustrating and really cool time effects. The only things that let it down are the long fights and that it's too short.
Diane Booker, email

■ It's an excellent game, but I still had a few problems with it. I expect crisp, sharp, hi-res. graphics not N64-standard blur effects. It was too short and the battles should be more exciting.
Thomas McCloskey, email

■ I think the only way they could add to the game is with a bonus multiplayer mode, where two players go head-to-head to complete a puzzle in the quickest time. That'd be cool.
Shane Patel, London

■ This is such a great game that I've completed it twice. There is only one thing that could make it better for me though and that's to throw out the prince's striptease! Girls might like it but as a bloke I see no benefit.
Joss Stuart, Kent

Super Smash Bros. Melee

■ It was so annoying the way a few special characters had the same moves as the others. Why didn't Ganondorf turn into Ganon, float (or jump high) and have projectile moves?
David Galvin, Co. Wicklow

■ It's a great game, but we think it should have had more one-player modes and a greater selection of all-stars to choose from at the start of the game.
Tim Patrick and Matt Carlin, Surrey



Mario Kart: Double Dash!!

■ You should be able to play Battle mode in single player and design your own kart to race in.
Peter Tate, Bicester



Harvest Moon: A Wonderful Life

■ The town is way too small. There are only 15 people you can really talk to and most of them are pretty boring. Also, you should have been able to buy more animals.
Robbie Devenney, Elgin



007: Everything or Nothing

■ EA ruined *Bond* when they changed to third-person mode. *Everything or Nothing* is a huge letdown. The hand-to-hand combat is hit and miss at best and don't get me started on the lock-on system.
Paul Cervi, Dublin



WHAT DO YOU THINK?

We want to know your views on any Nintendo game, but especially these...

1● Final Fantasy: Crystal Chronicles

2● Metal Gear Solid: The Twin Snakes

3● Pokémon Colosseum

4● Sonic Heroes

5● Metroid Zero Mission

6● Donkey Kong Country 2

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Masterclass

Busting the hardest parts

How to...

Batter the bosses of Metal Gear Solid

With our all-powerful guide to the bosses of *The Twin Snakes* you'll win with ease. Be a solid snake, not a weedy little worm.

I Turn the tables on Revolver Ocelot

■ **BOSS NAME...** Revolver Ocelot

■ **DIFFICULTY...** Medium

■ **LOCATION...** Armoury

■ **TACTICS...** Ocelot will run around the small room staying as far from Snake as possible. Stand in a corner and use first-person mode to shoot any parts of Ocelot that are visible. And use your ears – Ocelot can only fire six shots before reloading, so that's your chance to whack him.

■ **LOOK OUT**

FOR... Do not go anywhere near the wires in the middle of the room. Touching these will kill Snake instantly. Make sure you kill Ocelot before Baker's health runs out.



2 Vulcan Raven part I

■ **BOSS NAME...** Vulcan Raven

■ **DIFFICULTY...** Tricky

■ **LOCATION...** Canyon

■ **TACTICS...** Collect the grenades in the area, then hurl a chaff grenade towards the tank to distract the gunner. Move in and throw a normal grenade into the turret to damage the gunner. Aiming is more or less automatic if Snake is facing the right direction. Grenades thrown in front of the tank damage the tracks, making it easier to chuck grenades at the gunner.

■ **LOOK OUT FOR...** Don't rush in near the tank as it'll quickly turn and run you over. If you need re-equipping then run around the outside of the area where there's plenty of ammo.



3 Neutralise the Ninja

■ **BOSS NAME...** Ninja

■ **DIFFICULTY...** Hard

■ **LOCATION...** Nuke Building B2

■ **TACTICS...** Snake can only hurt the Ninja by punching and kicking. He will always dodge any shots. While attacking the Ninja is invincible. Follow him around and wait for him to finish an attack, then get in close and quickly perform a three-hit combo. This is the only time the Ninja can be damaged. Finish the combo and back off. Avoid the Ninja's attacks by moving constantly.

■ **LOOK OUT FOR...** When his health gets low the Ninja will change tactics. He will stroll towards Snake and then warp over and start punching. Snake can only hurt the Ninja in the brief moment after the Ninja stops punching.



4 Silence Psycho Mantis



■ **BOSS NAME...** Psycho Mantis

■ **DIFFICULTY...** Hard

■ **LOCATION...** Nuke Building B1

■ **TACTICS...** First knock Meril unconscious. Punch her or use the M9. When Mantis appears, attack him. When you realise that nothing hits Mantis, unplug your controller and plug it back in a different port, stopping Mantis reading your mind. Whenever he starts dodging plug the pad into another port. Use lethal weapons to shoot Mantis after he attacks.

■ **LOOK OUT FOR...** Mantis will send furniture flying through the room. The best way to avoid it is by getting Snake to crouch and lie flat on his stomach. Use first-person view to shoot Mantis while prone. Near the end of the fight Mantis will unleash energy balls. Roll around to avoid these.



5 Wolf at the door



- **BOSS NAME...** Sniper Wolf
- **DIFFICULTY...** Easy
- **LOCATION...** Underground Passage
- **TACTICS...** Get Snake to go prone and lie on his belly in the middle of the area at the end of the passage. Take some Pentazem to steady Snake's aim and then zoom right in with the PSG1 rifle. You should be able to locate Sniper Wolf and start firing at her.
- **LOOK OUT FOR...** If Sniper Wolf manages to hit you, switch off the zoom and then zoom back in again. Look out for any puffs of Sniper Wolf's breath, visible in the cold air. This gives her position away when she's hiding behind a pillar. Be ready to shoot her pretty little head whenever it pops into view.



6 Liquid Snake part I

- **BOSS NAME...** Liquid Snake in the Hind D
- **DIFFICULTY...** Easy
- **LOCATION...** Communication Tower B
- **TACTICS...** Equip the Stinger missile. Watch the indicator to get an idea of where the Hind is. Turn in that direction and follow the red target markers until the helicopter becomes visible. Keep the cross hairs over these until you get a lock-on, then fire. The missile will home in on the chopper. Once you unleash a missile, run around for a few seconds until the helicopter becomes vulnerable again. Keep hitting the chopper until it goes down.
- **LOOK OUT FOR...** If Snake starts bleeding use Bandages to stem the flow of blood. After firing the killing shot get Snake to run as far away from the fuel tanks as possible.



7 Sniper's back

- **BOSS NAME...** Sniper Wolf (again)
- **DIFFICULTY...** Easy
- **LOCATION...** Snow Field
- **TACTICS...** Get Snake to go prone roughly in the middle of the area. Zoom in with the PSG1 and scan the trees in the distance. Take some Pentazem to steady Snake's aim and find Wolf. Start sniping her. It's possible to get through this entire fight without Sniper Wolf firing a shot.
- **LOOK OUT FOR...** Track her with the PSG1 cross hairs and shoot her every time she stops. As with the first battle, keep Sniper pinned down and watch out for her breath when she is hiding behind trees.



8 Vulcan Raven part II

■ **BOSS NAME...** Vulcan Raven (again)

■ **DIFFICULTY...** Tricky

■ **LOCATION...** Cargo Elevator

■ **TACTICS...** There are three methods. The first is to plant Claymores in the junctions and wait for him to walk over them. When you run out of mines, start following him with the PSG1 and snipe him in the back of the head at every opportunity. If your sniping skills aren't up to this task, use the Nikita. Follow him closely and fire a rocket every time you get near.

■ **LOOK OUT FOR...** Vulcan Raven walks around in a random pattern. Don't stay still too long firing rockets otherwise he'll end up behind Snake and that can be very painful.



9 The Metal Gear

■ **BOSS NAME...** Metal Gear

■ **DIFFICULTY...** Medium

■ **LOCATION...** Underground Base

■ **TACTICS...** At the start, run to the back of the room (towards the screen). Flatten Snake against the wall behind the last pillar. While you are in this position, Metal Gear has almost no chance of inflicting any damage. After it fires a barrage of missiles, get Snake to step out and use the Stinger missiles to target the radar dome on the right side of the robot. When Snake fires unequip and run back behind the pillar. Repeat this until the radar blows up. Then use the same tactics, only aim for Metal Gear's open mouth.

■ **LOOK OUT FOR...** Don't let Snake get too close to Metal Gear otherwise he'll end up getting squashed.



10 Liquid Snake part II



■ **BOSS NAME...** Liquid Snake

■ **DIFFICULTY...** Hard

■ **LOCATION...** Underground Base

■ **TACTICS...** No Nikita, no PSG1, this time poor old Snake has only his fists to rely on. Make sure you watch Liquid Snake as he runs around, because the only time he's vulnerable to your attacks is when he's dashing about. Stay away from him whenever he is not running.

■ **LOOK OUT FOR...** If you see Liquid Snake crouching down it means that he's about to do a charging attack. This is not good news for you. Run around to avoid this as it inflicts some serious damage if he connects. Finally, if you knock him onto his ass, don't stand too near him as he'll kick out at you as he stands up.



Masterclass

Busting the hardest parts

How to...

Rip the world of Metroid Zero Mission apart

There are ultra-secret paths in *Metroid Zero Mission* that allow you to skip entire sections and claim those elusive ending screens. It's impossible to see the best screens without using these tricks. We show you where the short cuts are and how to do them. But be warned – these paths are tough.



Written by Andrew Mills

1 Bomb Jumping



To climb as high as an area allows, lay a bomb, then lay another as the first flashes (prior to detonation). Place another as you fall from the blast, about three-bomb heights apart.



You'll now get blown upwards and if you again place a bomb on the way back down you can continue to climb, as long as you keep this bomb pattern going.



To climb faster, place bombs further apart. Once mastered, try moving left or right by dodging away from and then into explosions. You can climb diagonally or even horizontally.

2 Wall Jumping for dummies



Wall Jumping is extremely important to practice as Samus can scale a vertical plane when jumping between two walls and even jump up the side of a single wall.



As Samus touches the wall, press the opposite direction on the D-Pad and jump. Samus will bounce off the wall and you'll be clear to jump towards a nearby wall. Repeat this to climb up.



To negotiate a single wall, you must make Samus perform a wall jump and use the D-Pad to spin back into the wall. Repeat the Wall Jump action as many times as you need.



With practice you can also use this move to take sneaky short cuts in various rooms as Samus can actually bounce off any object that has a flat face, like small blocks for example.

3 Get the Varia Suit early



In this room leading to the Varia Suit, shoot the middle block away. Now Bomb Jump upwards. Eventually you'll see a ledge on the left. Start a line of diagonal bombs to reach it.



From this ledge, jump up, shoot the block away and quickly Bomb Jump straight up. Enter the door and go to the first low ledge. Bomb Jump to the top and go left.



Avoid the crumbling blocks and lava by ensuring that Samus is more than halfway over the ledge. Lay three bombs and, as they explode, head left. Repeat and then fall again. Continue left.



Finally, jump onto the first block, then morph and roll onto the next one. Very quickly Bomb Jump up and left. Now bomb past the final set of blocks to claim the Varia Suit.

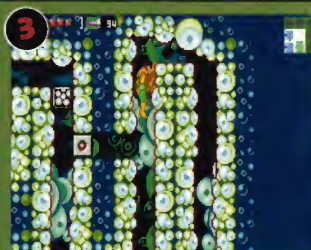
4 Fight Ridley before Kraid



Once you've got the Ice Beam and found the room above the vertical shaft, go right to the first crumbling block. Stop by it.



Duck and fire a single missile up and to the right, destroying the block. Jump right, catch the ledge and morph into the hole.



Fall and lay bombs. Wall Jump up to a ledge near a hole. If the block returns before you make it, Bomb Jump back up and retry.



Fall out the other side and shoot up. Wall Jump to the ledge, go right and fall. Roll out to the bottom of the vertical shaft.

5 Skip the Super Missile



Upon first touch down in Ridley, go right into the next room and look up. Shoot a missile at the second block from the left and jump straight up. Let off a few shots to make some headroom.



Bomb Jump straight upwards and make sure you press right once you reach the very top. Lay a few bombs here. They'll blow open a path, allowing you to climb up and go to the right.



Drop straight down and simply continue until you reach the room at the top of the long vertical shaft. This time, fall down as far as you can and lay a bomb to open up the blocked path below.

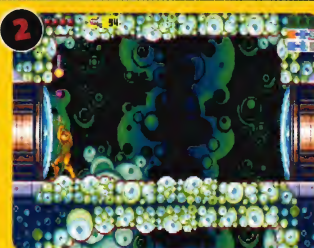


Drop and continue left until you reach the room with the Missile Expansion and the two enemies who circle the pillar it sits on. Make your way left to collect the Super Missiles.

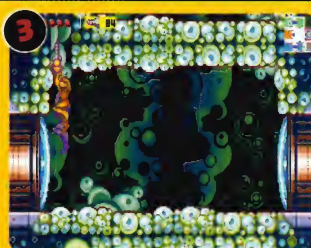
6 Obtain the Screw Attack early



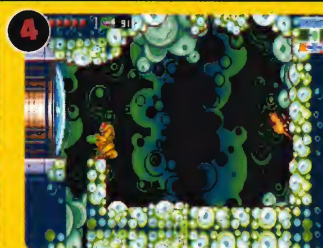
Before or after defeating Ridley, you can collect the Screw Attack after the High Jump Boots. Go to the Boots room and roll below it.



No Speedbooster? Bomb Jump up-left from the platform below the speed blocks. No Varia Suit? Be quick through the hot room.



Once you've passed this room, go to the next, just ahead of the Save Room. Walk to the door on the left. Aim up, select Missiles.



Jump up and, one at a time, fire four missiles. Once the path is clear, Wall Jump to the top and collect the Screw Attack.

7 Bypass the Zip Lines I



1 You can reach Kraid and exit his realm without having to activate the Zip Lines. To do this, as soon as you get to Kraid, save, then go one screen down and left.



2 Blow up the two blocks here and make your way to the pit. Shoot the first block and then climb up onto the next one. Roll left to the very edge of the block and stand halfway off the edge.



3 Lay three bombs and go left as the first explodes. You'll be carried over to the next block with the force of the blasts. Repeat this until you get to the final block.



4 Hang halfway off the block and lay three bombs. As soon as you move left on the first explosion, press up and left to un-morph and grab the ledge. Now proceed to Kraid.



8 Bypass the Zip Lines II



1 If you have bypassed activating the Zip Lines, the final obstacle in Kraid's Lair is getting through the long lava room in safety. But we're not going to tell you how... oh, go on then...



2 Make your way to the top of the vertical shaft furthest on the right and enter the door that's below and to the left, going all the way to the edge beside the pipe.



3 Dash right, through the door and pull down to make Samus flash. Super Jump in the vertical tunnel. Quickly leap up to the top-left door and open it. Follow it up with a Super Jump to the left.



4 Now, as soon as you hit the unknown block on the very left, press and hold left to grip the ledge. You'll be attacked by flying enemies so make Samus morph and head left to get to the door.



Passwords, codes, unlockables – we've got the lot. If you want to cheat, this is the place to be.

Official Cheats

TEENAGE MUTANT NINJA TURTLES

Fight like a ninja with these passwords

Check this lot out. There are no fewer than 27 passwords in our table of kings. One short code in the Passwords screen and you'll be

able to do anything from giving your fighter a new costume to upgrading their weapon to make them stronger.

At the Passwords screen, enter... Cheat activated...

RRSLR	New costume for Donatello
RSLMD	New costume for Leonardo
RLSLS	New costume for Michelangelo
SLSMM	New costume for Raphael
DDDMML	Alternative sound effects
LSMMS	Bonus Course One
SSLDM	Bonus Course Two
MSSLD	Bonus Course Three
SRLMD	Bonus Course Four
LSDRM	Bonus Course Five
SRLMD	Casey Jones mode
DRDLS	Enhance Donatello's attack power
MLSDS	Double power up effect for Donatello
MLMLS	Double defence power for Donatello
LMLSD	Stronger weapon for Leonardo
MSRMM	Stronger weapon for Michelangelo
RDSRL	Stronger weapon for Raphael
SSLDM	Infinite shurikens for Leonardo
RSDMM	Double power up effect for Leonardo
LDSMS	Double defence power for Leonardo
RLMSM	Infinite shurikens for Michelangelo
MSSLD	Double power up effect for Michelangelo
RLDDR	Double defence power for Michelangelo
LSDRM	Playmates Toy Database
RSSSR	Double power up effect for Raphael
SDRML	Double defence power for Raphael
LSLML	Splinter mode





JAMES BOND 007: EVERYTHING OR NOTHING

Weapons, ammo and all the goods

EA aren't giving you cheaters an easy life like they usually do. To get these codes working, you must earn a sufficient number of Platinum Medals first. Once done, pause the game during play and tap out the special button code to activate the cheat.

You must earn...	Pause and press...	To get...
17 Platinum Medals	X, Y, A, A, X	All Weapons
13 Platinum Medals	X, Y, A, Y, B	Cloak
7 Platinum Medals	X, X, A, X, Y	Double Ammo
9 Platinum Medals	X, Y, Y, B, X	Double Damage
11 Platinum Medals	X, X, Y, B, B	Full Ammo
15 Platinum Medals	X, Y, Y, A, X	Full Battery
1 Platinum Medal	X, Y, A, X, Y	Golden Gun
5 Platinum Medals	X, B, B, A, X	Improved Battery
3 Platinum Medals	X, A, A, B, Y	Improved Traction
27 Platinum Medals	X, B, Y, A, Y	Platinum Gun
25 Platinum Medals	X, A, B, A, X	Slow Motion Driving
23 Platinum Medals	X, B, X, B, Y	Unlimited Ammo
19 Platinum Medals	X, B, X, B, Y	Unlimited Battery

NEW WAYS TO PLAY

..... HOW TO GET THE MOST FUN OUT OF YOUR GAME?

THE SCENARIO BABY PARK BLAST, MARIO KART DOUBLE DASH!!

By Chris Bartlett, via email

Mario Kart games have always been best in multiplayer, but Chris has a special way of making a race against your mates even more exciting. Your task is as normal - reach the finish line before everyone else, but Chris chooses to set the game to ONE lap around Baby Park with items set to frantic. The short scramble to the finish line is utterly crazy.

THE SETTINGS

Four Players: The more players you can get involved, the better. Any less than three though, and it will be less exciting.

Stage: Baby Park. It's small and simple because winning this short race will depend more on the items you pick up.

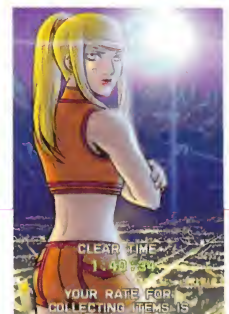
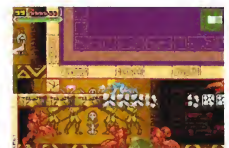


METROID ZERO MISSION

See all the endings

There are eight different Samus ending scenes but it depends on the difficulty mode, the time it took and the percentage of items you collected. Note, the ONLY way to finish with less than 15% items is to skip sections. Find out how back on p90.

Ending...	Difficulty...	Item %/play time...
One	Easy	Any percent / any time
One	Normal or Hard	15% + / four hours +
Two	Normal or Hard	15% + / three hours +
Three	Normal or Hard	15% + / under two hours
Four	Normal or Hard	100% / two hours +
Five	Normal	100% / under two hours
Six	Hard	100% / under two hours
Seven	Normal	14% or less / any time
Eight	Hard	14% or less / any time



Item Setting: Set the Vs. Item Boxes to Frantic. This means you'll only ever get Red or Blue Shells, and the awesome special items.

LAST TIME WE PLAYED

Who played: Mike, Tim, Dan and Kingsley at NOM. Tim thought he was the king at Mario Kart while Dan wanted to shut up the boss and prove he was the champion.

What happened: Mike shot off at the start, as the other three failed to do the boost start. Tim got a Blue Shell, Kingsley and Dan got Red ones. They shot Mike. He fell to fourth, screaming 'HURRY UP!' to his heavyweight Bowser kart. Tim saved his Blue Shell for the last minute and BOOM, whacked both Dan and Kingsley back. Tim stole the cheeky win. Mike nipped in second. Dan and Kingsley rolled in third and fourth. Shame on them. Tim takes home first prize, the boss' job is secure.

GET INVOLVED

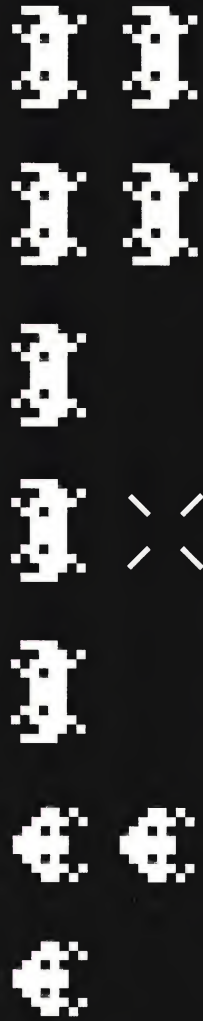
Do you have any wacky ways of getting more out of a game? If so, let us know. Write down your idea just like Chris did above and send it into New Ways to Play at the usual address, or email michael.jackson@emap.com, with your picture attached.




Wintereidos






HALL OF FAME

ALL TIME GREATS

input your initials _ _ _



Player.....	Credit(s).....
 1. John Zeepvat.....	64
 2. Daniel Lamb.....	38
 3. Dave Every.....	36
 4. Adam Moss.....	21
 5. Stephen Dale.....	16

Player.....	Credit(s).....
 =. Ben La Brooy.....	16
 7. Mark Domer.....	14
 =. Jonathan Orman.....	14
 =. Riyaz Bhaiyat.....	14
 10. Sean Robertson.....	12





NEW CHALLENGES

LEVEL	RANK	NAME	SCORE
MARIO KART: DD	<u>1st.</u>	Dave Every	1:52:976
DK MOUNTAIN	2nd.	Daniel Lamb	2:03:645
.....	3rd.	Adam Moss	2:04:997
WARIO WARE	<u>1st.</u>	Stephen Dale	396
PAPER PLANE	2nd.	Sean Robertson	227
CHALLENGE	3rd.	Adam Moss	223
.....	=.	Rowan/Josh Brunswick	223
F-ZERO	<u>1st.</u>	John Zeepvat	1'28''498
GREEN PLANT	2nd.	Dave Every	1'31''428
MOBIUS RING.....	3rd.	Rowan/Josh Brunswick	1'38''258
SSBM: MOST KO'S,	<u>1st.</u>	Riyaz Bhaiyat	189
MULTI-MAN MODE,	2nd.	John Zeepvat	177
3-MINUTE MELEE..	3rd.	Tom Griffiths	174
SUPER MARIO KART	<u>1st.</u>	Timothy Kelly	1:09:78
MUSHROOM CUP	2nd.	Conor Macleay	1:10:58
GHOST VALLEY....	3rd.	Stephen Dale	1:13:98

INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your grand total. This month's scores represent the third month of the present league.

How Credits are scored...

First Place	10
Second Place	5
Third Place	2
Qualify	1

NOM UK requires proof of your exploits – a photo, print-out or video will do, but make sure we can clearly see the score.

No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is May 26th! Send your entries to Nintendo Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UJ. Alternatively you can send them to kingsley.singleton@emap.com. Make sure you include a picture or you won't get you mug in the mag.

NO 1.
WARIO WARE, INC. (GBA)
Highest score on Jump
Forever challenge.
Qualifying score: 50

NO 2.
DONKEY KONG COUNTRY (GBA)
Highest score on Chimp
Caverns Dance.
Qualifying score: 110,000

NO 3.
BURNOUT
Fastest lap on Harbour
Town, Time Attack mode.
Qualifying time: 2'50''000

NO 4.
F-ZERO GX
Best time on Diamond Cup,
Aeropolis, Dragon Slope.
Qualifying Time: 3'40''000

★★ RETRO CHALLENGE ★★
MARIO KART 64 (N64)
Time Trial, what's your
best time on the awesome
Kooopa Troopa Beach?
Qualifying time: 1'40''000

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We Can't Wait

NEW PICS!



For These...

**MORE
NEXT
MONTH!**



Paper Mario 2

The original got lost in the dying days of our beloved N64, but paper-thin Mario, Luigi, Bowser and a whole host of Mushroom Kingdom dudes and dudettes are coming back on GameCube – and as we always say in this part of *NOM*, WE CAN'T WAIT FOR THIS!

From what we've learnt, *Paper Mario 2* is more of the same gameplay as you control the 2D platform king. You'll get to battle enemies like the Dry Bones from *Super Mario World* and bash hundreds of them with Mario's hammer as well as searching castles and villages complete with Koopas to talk to and items to collect. It even looks like you'll be able to control Bowser in a *Super Mario World* clone, complete with Goombas to jump on, coins to collect and blocks to break.



| Starcraft: Ghost

Nintendo fans should know by now not to mess with women. Speak out of line to Samus and she'd probably Plasma Beam your ass. If she was real. Well, now there's Nova, the lead character in *Starcraft: Ghost* and she's definitely no shrinking violet. In fact, she's spent years training in espionage and tactical combat. She's like a female cross between Sam Fisher and Turok. Not much is known about the plot, but you'll get to infiltrate bases, smack up aliens and drive vehicles like Goliath Combat Walkers, Vulture Hover Cycles and Arclite Siege Tanks. Sounds great to us.



| Fire Emblem

We're still waiting for the UK release of the GBA version, but before all that happens *Fire Emblem* is being given the 3D treatment on GameCube ready for roll-out in the Far East later this year. Developed by the team behind the *Advance Wars* and *Metroid* games on GBA, *Fire Emblem* puts you in the boots of Aik, the son of an army commander called Greil. Your mission is to crack skulls across the country of Telius in turn-based battles, using your skills with a sword, lance or bow and arrow. Sorry, but Neo Tanks don't come as standard.



Mario vs. Donkey Kong (GBA)

Do you remember the *Donkey Kong* game that was released on Game Boy Classic? As Mario, you could handstand, handstand-triple-jump, swing from ropes, climb vines and all sorts. It was mint.

Mario vs. Donkey Kong is the awesome-sounding update for GBA and it's already looking like an absolute cracker.

By the look of these screenshots, you'll have to use Mario's acrobatic moves to get through puzzle stages and guide the little toy Marios back to safety. We're counting down the seconds until its release.





Astro Boy: Omega Factor (GBA)

Look at Astro Boy. You've got to love him. The little red boots, the tight pants, the spiky hair. Best of all, the fat laser blast coming out of his arm. This boy's got style.

You want plot? Forget that. Just wreck everything with punches, kicks and hefty laser beams. The standard side-scrolling levels are good, but the action is spiced up with shoot-'em-up levels and low-gravity stages on the moon.

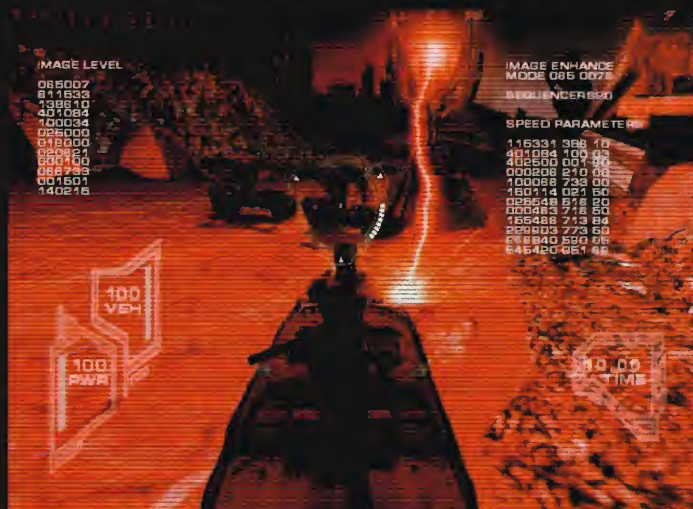
But Sega is torturing us – there's STILL no confirmed UK release date. These shots are keeping our dreams alive, though...



FIFA Football 2005


We've all done it, you put your name in the game, crank up the stats and become a scoring sensation. EA have seen what you do and there will be no more sneaking around. To the Creation Centre you go – that's 2005's all-new gizmo, letting you put your name in the game and create tournaments with your friends just the way you like it. Your first touch now becomes vital as your reaction time will affect your speed and vision out on the pitch. Fingers crossed it won't be quite as annoying as last year's Off The Ball Vision, but a full playtest later in the year will decide if this is to be the king of 'Cube footy.



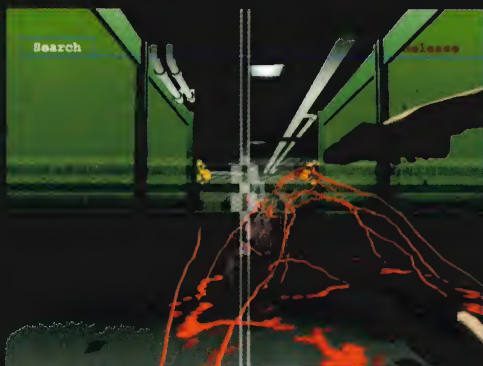


Killer 7

Seeing someone get liquidised into thousands of bloody droplets as they're hit by a swarm of hot lead has never seemed so artistic. It's already clear from these shots that the visual style of *Killer 7* can be compared to no other game. We've all heard about the five story lines and the seven psychotic personalities of Harman Smith, but to be honest we're still really confused. All we can do is wait until we get our claws on the game itself at E3. Expect a proper lowdown next issue.

A screenshot from the video game Killer 7. The scene is set in a dark, industrial environment with green-tinted walls. A character is visible in the center, surrounded by a large, stylized red blood splatter effect. The word "Search" is visible on the left wall, and "Release" is visible on the right wall. The overall aesthetic is dark and gritty, with a focus on visual effects like the blood splatter.

All we can do is wait until we get our claws on the game itself at E3. Expect a proper lowdown next issue.

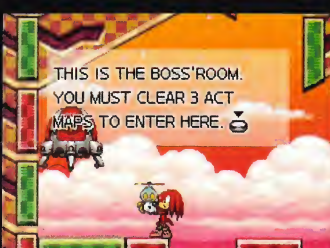
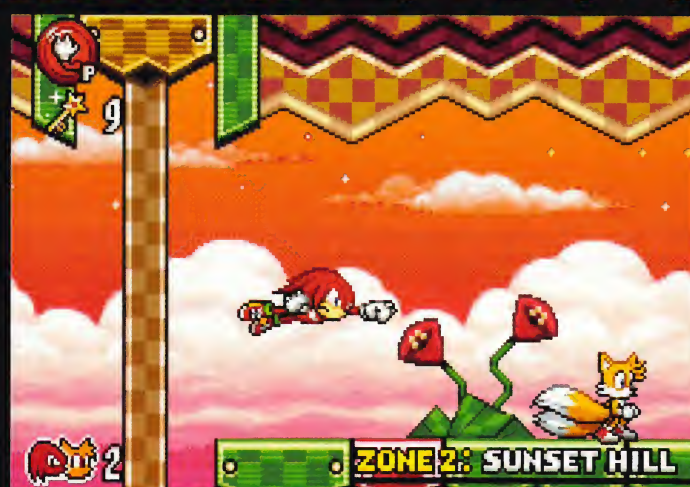
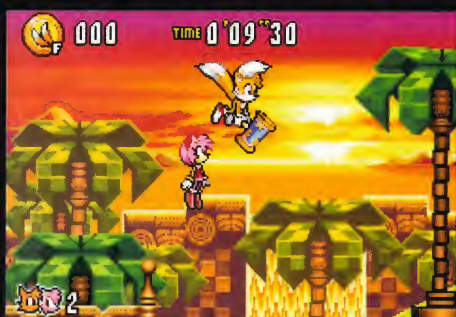
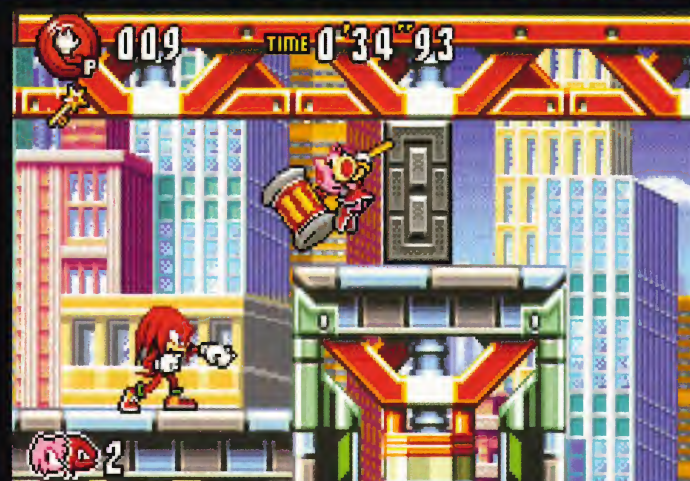
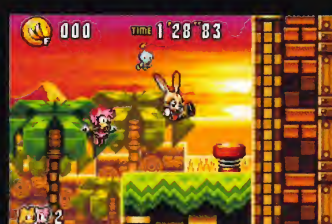




Sonic Advance 3 (GBA)

Sonic Advance 3 is proof that Sega knows Sonic will have to do more than just run fast if he's going to remain a popular figure of the gaming world in the 21st century.

All the heroes from *Sonic Advance 2* have returned, only this time you get to pick which two you'll play with and combine their abilities to work out new paths through each of the levels, similar to *Sonic Heroes* on GameCube. There's also a new hub-world, although we're not sure why. Still, all will surely be revealed when we play the English-language version. Probably.



| Homeland

Animal Crossing isn't ever coming out here so quit your whining and turn your attention to Chun Soft's new RPG, *Homeland*. It comes on two discs – one for single player action and the other for the online multiplayer game that's set to use some kind of wonder-technology called the MassPlayerSystem PlayerServer. There's no word yet on a UK release, hell even the Japanese won't be getting it until July, but safe to say we're getting very excited about *Homeland* and the mad people with the pointy noses. It's *Pinocchio* gone mental!



WWE: Day of Reckoning

Okay, so two new screenshots isn't exactly a goldmine of WWE goodness, but we know there's an army of you that would poke our eyeballs out if we didn't show them off. So here they are, you psychos.

DoR is being made from scratch and promises to better the other *Wrestlemania* games in every possible way. You know what to expect – violence and lots of it. Stomp on groins, smash noses, and... yes, get female wrestlers to rip each other's clothes off. We want this now, knickers and all.



Quill's Mail

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Win! Win! Win!

Our Star Letter will get
Colosseum and a 'Cube.
Runners-up win the game.



Sitting comfortably Tom?
Winning Eleven 6 won't be
coming out here, that's a fact.
It would have been out by
now if it was. We know it's a
disgrace 'cos it is the king of
footy games, but there's no
way you're gonna see it get a
PAL release. It's *FIFA 2005* or
nothing at all, mate.

It's not poison

>> In issue 138 you gave
Urban Freestyle Soccer the
Poison Mushroom. Don't you
think that was a bit harsh?
The graphics aren't the best
I've ever seen on GameCube,
but I've seen worse gameplay
and Acclaim took a risk
making the game as it's a
totally different footy sim.
Dan Finch, Yeovil
The problem with *UFS* is that
it's a football game that
doesn't really feel like you're
playing football. The hard
stuff comes too easy when it
should take hours of practice
to master the neatest tricks. It
was a risk to do it, but it still
gets the Poison Mushroom in
our book.

Can you imagine a Groudon
taking a crap in the tall grass?
We'd rather battle our critters,
then hammer Kingsley's
awesome Groyvle. Unless
you're Tim – he's rubbish.

Don't forget us

>> Is anyone else annoyed
that *Winning Eleven 6* isn't
out here? It's a total shambles.
I don't want to wait for *FIFA*!
Tom Payne, Great Barr

Walkies!

>> I think *Pokémon Colosseum*
would be lots better if you
could take care of your
Pokémon like a Tamagotchi.
You could praise them for
doing something good, feed
them, take them for a walk,
give them a bath, check them
for fleas and clean up their
poop. Don't you agree that
would make it much better?
Jamie Mullenger, Hull

RUNNER-UP

Two lots of Samus

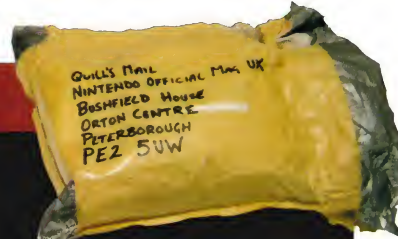
>> *Metroid DS* should have a
first-person view on one
screen (like in *Metroid Prime*)
and a third-person view on the
second screen (just like
Zero Mission) so you can shoot
and explore at the same time.
Joseph Gafton, Romford
The Nintendo DS dual screen
action is going to add a whole
new dimension to handheld
gameplay and we love your
ideas Joseph. Kingsley's
already dreaming of the day
he finally gets to handle two
Arans at the same time!

Stop picking on him

>> Even though I'm a hardcore
Nintendo fan I'm angry that
you all pick on Sonic's games
just because he is Sega's
mascot. I was looking through
an old issue when I saw that
you gave *Sonic Adventure 2*
Battle 62%! That score was far
too low for such a cool game!
Matt Lilly, Verwood, Dorset

The Things You Send Us

From the old to the new it's Mario all the way baby!



1. *Toby Nicholls* from Surrey sent us this very scary Bowser toy. He says "I bought it at a school fete. I hope you like it!" Well Toby it certainly beats an old coconut or something dodgy from the tombola stand. Cheers!
2. The Mario fever continued with a cool sweet dispenser from *John Jones* in Manchester although he did see fit to eat all of the sweets out of it first!
3. *Adam Belmokhtar* from London has sent in a tiny Mario figurine, but as soon as we got him out of the packet he got scared by the huge Bowser and ran away! Or maybe we just imagined it. Cheers mate!
4. *Tracy Pugh* from Clacton-on-Sea has found an excellent use for her free Mario fridge magnets, making them into cross stitch patterns, and has sent us a cool Yoshi badge. She says to "wear it with Mario pride". If only we could stop fighting over who gets to wear it! Get off it Jackson, it's not yours.

We aren't babies!

STAR LETTER

I'd just like to say that Tomas Crosse and Paul Allen are wrong about *Pokémon*. Back in 1999, it was an amazing breakthrough and for many gamers it was the first time they ever played on a Game Boy. Five years on and the *Pokémon* series remains the finest example of Nintendo's

originality and influence. I'm 14 and I think it's one of the best games I've ever played. Even my older brother, sister and uncle love playing *Pokémon* and they're not babies. *Colm Laverty, Portadown, County Armagh*
You weren't the only one to write in about Tomas and Paul's letter as it caused outrage amongst the *Pokémon* faithful. As we've said, since the first time we reviewed the original adventures *Pokémon* is one of the greatest RPGs ever and incredibly in-depth. They are certainly cute, but who cares when the adventuring, battling and trading with your mates can last you months!



We don't pick on Sonic because he's Sega's mascot, we pick on him when he stars in mediocre games that suffer from dodgy camera angles and flawed gameplay. Sometimes he can star in wicked moments like the Casino level which makes us love him, but all too often his games are just average.

It's not fair

>> The new Hall of Fame format is the best so far, but Zeepvat and others like him should be banned. Anyone familiar with *Mario Kart* will know that his times are impossible under normal circumstances. John's won numerous times, stopping me and many others entering with genuine times and scores. Get rid of them! *Scott Dabell, Loughborough*
We contacted John Zeepvat after we had so many letters demanding an inquiry. He says they are legit, but we still need proof. We'll be getting Zeepvat down to *NOM* to show us for real.

Shotgun suit Mario

>> While surfing the internet I stumbled across a free game called *Super Mario Rampage*. The game involved shooting at Bob-ombs, Goombas and Wiggles with a shotgun, collecting coins as you go. Whether or not this is a game licensed by Nintendo it is a horrible way to portray Mario's adventures. *Lewis Woods, Bilton*

We had a sneaky look at the game and have to agree with you Lewis. Even if Koopas and Bob-ombs are Mario's enemies going at them with a shotgun isn't right and we're sure the Big N won't be happy seeing their creations used in this way.

RUNNER-UP

It's all too similar

>> Have you ever noticed that games are getting increasingly similar? Take platformers, for example, collecting 100 tokens never fails to reward you with an extra life and end of level bosses surround themselves with items you can use against them. Sometimes a game like *Viewtiful Joe* comes along and injects new life into tired genres, but we want more of this, more often! *Charles Corcoran, Wrexham*
We couldn't agree with you more Charles. Originality in games is a risk, but it can be rewarding. Just look at the likes of *Tetris* and *Pokémon*.

Nans are cool

>> Most people learn about Nintendo from their mates or the ads on TV, but I learned about the Big N from my Nan! She told me everything about Mario when I was five years old. I'm now 14 and my Nan is as addicted as ever. *Chris Johnson, Towcester*
Nintendo games attract gamers of every age and fair play to your Nan. Even Tim's Dad liked the start of *Ocarina of Time*, even if he's never played a game in his life! >>

Ask the Deku Tree!

Q: In issue 138 you reported on little N64 and GameCube keyrings, but where can you buy them?

A: Import games internet sites should have them, like otaku.com.



Q: When is the e-Card Reader coming out in the UK?

A: No news yet on a release in this country. Soz!

Q: Will American GBA games work on my UK GBA SP?

A: Yes, they will work fine.



Q: Where can I find a Famicom Calendar in this country? Please help!

A: Your best bet is eBay as the calendar was a Japanese-only promotion..

Q: Have you got a release date yet for Spider-Man 2?

A: Spidey will be swinging onto GameCube in July. We can't wait!

Q: Will Pokémon Box be sold separately?

A: As far as we know this will only be sold as part of the Pokémon Colosseum Mega Pak that's out now.

Q: Are these GameCube games any good - Doshin The Giant, Enter the Matrix, Rocky and Super Monkey Ball 2?

A: Doshin - weird, ETM - rubbish, Rocky - brill, SMB2 - not as good as the first.



More from the **NOM UK** forums...

Get over to www.nintendomagazine.co.uk and have your say.

nintendoninjah

So assuming *Prime 2* is multiplayer, as rumoured in *NOM*, do you think it will be Co-op or a deathmatch? Or will it be something different like Morph Ball courses/races?

thecharade

Hmmm not sure but if it was a deathmatch then it might be confusing as you wouldn't be able to see your enemy if they are the Morph Ball. But Co-op would be a great feature.

nintendoninjah

Yeh, I would like to see Co-op. But who would the 2nd player be? An ex-pirate who wants to stop their evil plans? Or a Samus clone? Wow I should really work for Nintendo!

tre_peter

That would be their demise...

nintendoninjah

Charming! Well I'd like to hear your ideas!

dom40k

They could just throw in the SA-X. But Morph Ball races would be very cool. Maybe they could team up with Sega, and have them make some *Monkey Ball*-style mini games.

tre_peter

Your ideas are a little basic and simple. A Samus clone ain't exactly bursting brain cells is it? Nintendo need off the wall, in your face, crazy innovative ideas.

ZoraJolteon

It's very unlikely that the Chozo just made a single Power Suit, as their tendency to leave upgrades for them lying

around suggests, so I suspect that they will centre the other characters around this. It would be good to play as some of the enemies through, Ice Shreikbats would probably be the best.

dom40k

Yeah, I think I remember a Co-op feature in *Perfect Dark*, where one person could be Joanna Dark, and the other could be one of the various bad guys, and he would keep re-spawning. It would be cool to see this feature, but Retro would need to have different controls for each different type of creature, which could be difficult and time-consuming.

nintendoninjah

How would an Ice Shriekbat work as a playable character? They can't exactly hold weapons or run around can they?

gigguk

Maybe it could be Samus' brother (or sister) since Nintendo like making new characters as they go along.

Gazza1128

What if in *Metroid Prime 2* (this may be going off subject a teeny bit), *Metroid Prime* came back (as the name suggests). What if he was the other playable character, it may sound crazy at first but think about it. After being defeated by Samus he now knows that he is no match for her so he joins her. Just a thought!

Oh! Why not chat to other Nintendoids on the forums at www.nintendomagazine.co.uk

Drive time

>> All the CD soundtracks you've given away are fantastic, but my friend and I have been talking about whether you will do an *F-Zero* CD. The course music in all the games has been awesome, but make sure the best track is on there – Big Blue.
Kelvin Lee, Wednesfield
We thought about an *F-Zero* soundtrack, but we thought Mike would play it too often and be hauled over by the cops as he attempted to ram drivers off the A1. Big Blue would be awesome, though...

Dear Dean...

>> I've heard that Dean has all the Famicom Mini games from issue 139 and it's sent me crazy. Please can I have your *Super Mario Bros.* game, Dean?
Thomas Higgins, Aberdeen
Dean said you can have it when you prise it out of his cold, dead hands. If you think he's relinquishing those little puppies of justice you must be MENTAL.

RUNNER-UP

I found this!

>> In *Mario Sunshine*'s Pianta Village we fell down a hole and made Mario slide around this huge blue sea. He could even look up through the hole and see the entire level together with planes soaring across the sky!
James Thomas, Finchampstead
Even classic games like *Super Mario Sunshine* fall foul to the glitch disease. Can anyone bounce up the cliffs on Koopa Troopa Beach in *MK64*?

Gimme NES stuff!

>> After reading about that guy who has nearly finished all 657 NES games it got my fingers twitching. Now I spend each night buying games off the internet. I WANT THEM ALL IN MY HOUSE NOW!
Spencer Bradshaw, Stockport
You've gotta be hardcore to own them all and it would cost a packet, but you'd be the coolest guy in Stockport and we'd be round your house for some *Ice Climber* action.

If you all love Celtic

>> While I was studying I came across a chapter of history on famous gods and discovered that Epona is the Celtic goddess of horses. Well wouldn't you know?
Raymond Murphy, Old Abbey
Developers have got to get their inspiration from somewhere and history is a good place to start. Did you know that Kirby was named after a vacuum cleaner?

Mr Appaled writes

>> I am shocked and stunned from reading *No! Like This!* For some reason *The Wind Waker* has been in there every time as people write in to insult such a beautiful and innovative adventure. What's going on?
Brett Sully, Newport
The Wind Waker is a classic, but sailing round small islands when the wind isn't blowing in the right direction does become annoying. All we wanna do is get that Triforce shard!

Games for oldies

>> People I know think Nintendo is childish because of Mario, but in my defence I say that GameCube has titles like *Eternal Darkness* which are definitely not childish. Stop getting on Nintendo's back because they make brilliant games.
Frank Green, Ilkley
Nintendo make games that are fun to play, give you value for money and star original characters. Throw in *Killer 7* and *Resi* and you have a killer console.

Stop your screaming

>> I have to respect the *Zelda* series, but no-one says any words, it's just mumbling! To me this is a HUGE flaw in the series, especially when Aryll screeches and according to the text they are words!
Rhys Gibbon, Cardiff
Maybe the next generation of *Zelda* games will have lip-synch, but for now you'll just have to live with it. At least it's an awesome game.

He's no Angel

>> Recently on *Angel*, Spike was playing on an Xbox. That's bad enough, but he was playing *Donkey Kong* and saying stuff like 'feel my anger you barrel-throwing gorilla'. This can't be right can it? *DK* on Xbox!
Jon Wragg, Sutton Coldfield
You'd think the makers would have checked first wouldn't you? Imagine us reviewing *Halo*, there would be hell to pay!

Gimme the voucher

>> I used to rely on your GAME voucher as it used to help me buy games. First it was £5, then it went down to £3, now nothing. Have you done something to upset GAME? Sort it out *NOM*, I need to get another game!
Robert Appleby, Stockport

There was no disagreement Rob, we were just told to stop doing it.

Channel hopping mad

>> You can call me whatever names you want but *Pokémon Channel* is better than 41%. I got it for £20 and have played nothing else for ages. The only bad thing about it is that you are a floating hand and can only click items. If anyone sees it as cheap as I did you should buy it. It's worth 60%
Daniel McCarthy, Thatcham
You said it yourself Daniel. The white hand idea is a bad thing and it completely ruins the game. In fact, is *Pokémon Channel* a game at all when the only thing you can do is click on objects. A three year old could play this game. Get out!

Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* I no how 2 get Jirachi. U by pkmn channel. 42% 'No way'

* I is 1 o da best SSBM playaz in da world and i say any1 who thinks there ard enuff can bring it on or go ta hell

* hi guys i fink splinter cel iz cool but there isnt enuf ammo and the guards aimin is to good. Cant wait for PT!

* is there gonna b another MGS cos da 1st one wos wicked.

* Game or lame! I remember that! (it was funny :D) Wouldnt mind seeing that again. Make it happen now? Plz plz plz?!

* zelda 4 swords! zelda 4 swords! i want it now!

* My 17 yr old boyfrnd now loves mk double dash!! after i let him play his exact words were" O MY GOD HOW COOL IS THIS!" just so ya know!

* my sister wants pokémon channel and i dont no y! I played it and it was rubbish! Ure reveiw was totally right! Sonic 4ever!

* Hi All, just bought a Platinum Gamecube for only £50 and had to tell the world lol, Im so proud...*sniff*...

* just got Zelda collectors edition. Legend of Zelda is nearly 20 yrs old n its beta than most games r 2day! Y cant companies make games like this anymore?

DO YOU LOVE SUPER SMASH. BROS MELEE?

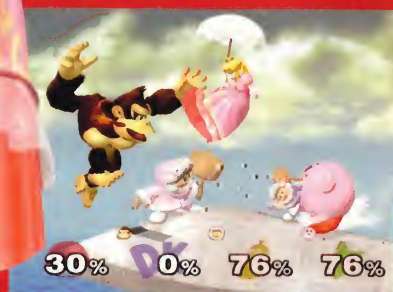
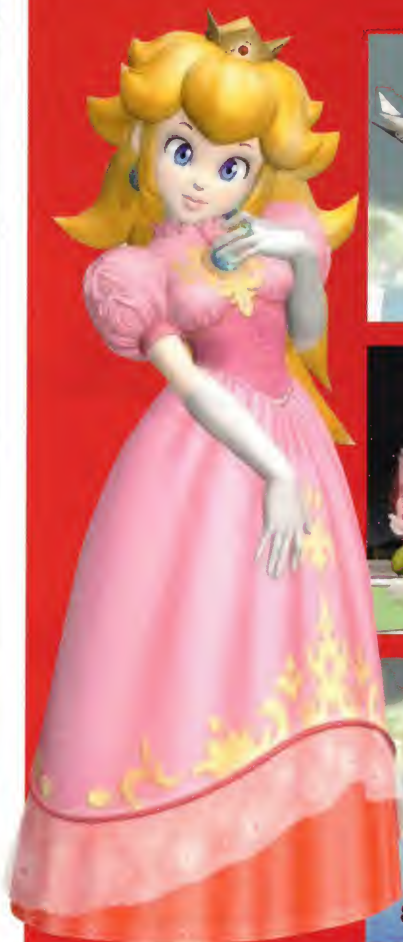
You love it. We love it. But what fighter would you like to see IN IT?

Whether you prefer to beat up Bowser or pummel Pikachu with a baseball bat, *Melee* is one of your favourite GameCube games.

In fact you love it so much that we thought we'd let you rack your brains and tell us what Nintendo character you'd love to see in *Super Smash Bros. Melee* 2. Note, this game is just a figment of our imagination, but wouldn't it be awesome if you could fight as Olimar or jump into a Graveyard arena from *Zelda* as a Re-Dead, scaring your rivals to death?

We want to hear your ideas on what character you'd like to see and what moves they should have in no more than 25 words. We'll pick out the best in a future issue of *NOM* and the ones we think are the coolest will win some awesome Nintendo prizes! Well what are you waiting for? Here's how to enter...

Don't forget, just the name and their moves in less than 25 words!



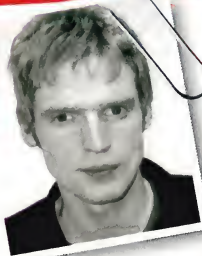
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Don't forget to add your name, age and home address!



#6 Star Wars Rogue Leader: Rogue Squadron II

In September 2002, Kingsley Singleton (19), fulfilled his life-long dream and became Production Editor of *NOM*. Sadly, this dream did not include languishing in the office until 9pm every night turning the team's fractured ramblings into scintillating copy. But he does it. He does it for you guys. Jesus, someone should give this guy a medal.



"This is not only the best *Rogue Squadron* game, it's the best *Star Wars* game. Ever. It cuts right to the heart of what's important in the films — shooting stormtroopers and dodging swarms of TIE fighters. Can anyone remember the story line beyond a few film-based levels? No? That's because it's not important. What IS important is blowing the legs off an AT-ST. Or incinerating some dork in a TIE bomber. *RSII* made me buy a GameCube.

There was no Mario launch game, but I still drove through torrential rain to grab my pre-ordered bundle on the day

of release. It was a frenetic chase through the gauntlet of south London traffic. I had to leave work at 4pm and get home to pick up the car. Then drive eight miles to the games shop by 5pm and pick up the cat from the vet's at 5.30pm. All the while, lumps of rain were falling out of the sky like huge watery asteroids. But I ran the risk. I had to have it. Rain or no rain. Cat or no cat.

"Best bit? Hoth. In a snowspeeder. Aha, Mr AT-AT, you seem to have fallen for the old Tow Cable trick yet again. Down you go, my friend. Even after the thousandth time, it never gets boring."



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BLOWN ME UP - j. chasez	TURN ME ON - kevin lyttle #	BAD TOUCH - bloodhound gang
THE MEANING OF - michelle mcmanus	I'M STILL IN LOVE - sean paul ft sasha #	BEHIND BLUE EYES - limy bickit
YOU FREAK ME OUT - girls aloud	DUDE - beanie man ft shing	MY IMMORTAL - evanescence
MYSTERIOUS GIRL - peter andrea	NO WOMAN NO CRY - bob marley #	I MISS YOU - blink 182
SUPERSTAR - jamelia		FEELING THIS - blink 182
BREATHE EASY - blue	SWEET CHILD O MINE - guns n roses #	
INSANIA - peter andrea	I BELIEVE IN A THING... the darkness	FAVOURITE THINGS - big brovaz #
MANDY - westlife	BAT DUT OF HELL - meat loaf #	BABY BOY - big brovaz
WHAT ABOUT ME - shannon noll	ENTER SANDMAN - metallica #	JUS A RASCAL - dizee rascal
LEAVE RIGHT NOW - will young	NOVEMBER RAIN - guns n roses #	FIX UP LOOK SHARP - dizee rascal
WHITE FLAG - dido	LOVE IS ONLY A FEELING - the darkness	BROKEN SILENCE - so solid crew
BABY LOVE U - jennifer lopez #		I LUV YOU - dizee rascal
IN THE MIDDLE - sugababes	SCOOBY DOO	DO YOU REALLY LIKE IT - dj paped piper
ALL THIS TIME - michelle mcmanus	BANANA SPLITS	HEARTLESS THEME - heartless crew
CHANGES - ozzy & kelly osbourne	WINNIE THE POOH	
AIR HOSTESS - busted	THE LITTLE HOBO	Themes
	HONG KONG PHOEBE	THE SIMPSONS
SOCCER AM CATWALK - jean knight	LOONEY TUNES	ONLY FODDS & HORSES
YOU'LL NEVER WALK ALONE - gerry & #	WACKY RACES	EXORCIST
ARE YOU READY FOR LOVE? - elton john #	RHUBARB AND CUSTARD	SEX & THE CITY
MAS QUE NADA - jorge ben	TEENAGE MUTANT NINJA TURTLES	MISSION IMPOSSIBLE
MATCH OF THE DAY	ITCHY AND SCRATCHY SHOW	SING SING SING - louis prima
CHAMPIONS LEAGUE		PHOENIX NIGHTS
		AXEL F - beverly hills cop
		DORIS DANCING
		ROCKY - jogging theme
		A STORM IS COMING - LORD OF THE RINGS
		ALWAYS LOOK ON THE... monty python
		THE IMPERIAL MARCH - STAR WARS
		GOOD BAD & THE UGLY
		MUPPETS
		JAMES BOND
		I'LL BE THERE FOR YOU - the rembrandts #
		KNIGHT RIDER
		THE TEAM
		PINK PANTHER
		STAR WARS - main theme
		STUCK IN THE MIDDLE... stealers wheel
		BENNY HILL
		HARRY POTTER
		TOP GUN
		JACKASS
		THE TERMINATOR
		INDIANA JONES
		HALLOWEEN #20
		THE MATRIX - rage against the machine
		633 SQUADRON
		24
		EVERYBODY NEEDS... blues brothers
		ER
		HAWAII 5.0
		AIRWOLF
		HIGHWAY TO THE... kenny loggins
		GRANDSTORY
		STARSKY & HUTCH
		DR WHO
		ALL THAT JAZZ - CHICAGO - show music
		HOLLYWOOD
		I'M A CELEBRITY... GET ME OUT OF HERE

hip hop	essential tones	r & b
SHUT YA - outkast	IN DA CLUB - 50 cent #	F*** IT I DON'T WANT YOU BACK - eamon
HEY YA - the black eyed peas	DOLEMAN - nelly feat. kelly rowland #	WHERE IS THE LOVE - the black eyed peas #
MILKSHAKE - kelis #	CRAZY IN LOVE - beyonce knovles #	ALL OUT OF LOVE - jagged edge
PLMP - 50 cent #	THE LOGICAL SONG - scooter #	YEAH - usher feat ludacris & ti jon
SLOW JAMZ - twistista feat kanye west &...	HEAVEN - dj sammy #	THANK YOU - jamelia
I CAN'T - 50 cent	SATISFACTION - benny benassi #	BREATHE - blu cantrell feat. sean paul #
IF I CAUGHT DA WIRE - kanye west	CASTLES IN THE SKY - ian van dahl #	ALL I HAVE - jennifer lopez feat ti cool j #
SHE WANTS TO MOVE - m.e.r.d	MOVE YOUR FEET - junior senior #	BEAT ME - beyonce knovles ft sean paul #
FORGET ABOUT DRE - dr dre	BECAUSE I GOT HIGH - afroman	IGNITION - r. kelly #
X GONNA GIVE IT TO YA - dmx	YOU'RE A SUPERSTAR - love inc	FRONTIN - pharrell williams feat jay z
8 MILE - eminem #	A LITTLE LESS CONVERSATION - elvis #	ME MYSELF AND I - beyonce knovles #
21 QUESTIONS - 50 cent feat nate dogg #	SMOOTH CRIMINAL - alien ant farm	
STUNT 101 - g-unit	IGNITION - REMIX - k. kelly	
INTO YOU - fabolous	CAN'T GET YOU OUT OF MY... kylie #	
POPPIN THEN THANGS - g-unit	RESURRECTION - ppk	
HOLIDAY IN - chingy ft ludacris & snoop #	YEAR 3000 - busted	
SUGA SUGA - baby bash feat frankie j	HOW YOU REMIND ME - nickelback	
BEAUTIFUL - snoop dogg	21 SECONDS - so solid crew	
REIGNS - ja rule #	GOTTA GET THROUGH... d. beddingfield #	
RIGHT THUR - chingy #	JUST A LITTLE - liberty x #	
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TAKE ME TO THE CLOUDS... lme vs u2	113839
NAUGHTY GIRL - beyonce ft lil kim	113839
HEY MAMA - the black eyed peas #	113839
MY BAND - d12	113839
THE WAY YOU MOVE - outkast #	113839
YOU'RE FIT BUT DON'T... the streets	113839
5 COLOURS IN HER HAIR - mcly	113839
THROW IT AWAY - delta goodrem	113839
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Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2
Avalanche - 1080*
B = 02
Back in Action
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Beyblade
Beyond Good and Evil*
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims
C = 03
Capcom vs. SNK, EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Code Veronica X
Combat Zones, Top Gun
Conflict: Desert Storm 2
Conflict: Desert Storm 3
Crash B'coat: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
Crystal Chronicles
D = 04
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Fight for NY
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Mario
Dragon Ball Z: Budokai
Dredd vs. Death
Driven
E = 05
Ego Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turok
Extra Large, Shrek
F = 06
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freaky Flyers
Freedom Fighters
Freestyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX
G = 07
Ghost Recon
Gladiator: S. of Vengeance
Gladius
Glitch in the System
Goddess Reborn
Goddzilla: Destroy all Monst.
Go! Go! Go!
Grand Heat, Burnout
Groove Adventure Rave
H = 08
Harry Potter & Ch. of Secrets
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Haunted Mansion
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Incredible Hulk
I-Ninja
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
Italian Job: L.A. Heist
J = 10
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jeremy McGrath's X-ross W.
Judge Dredd: Dredd vs. Death
Scooby Doo: Night of 100 F.
K = 11
Kelly Slater's Pro Surfer
Kinniku Man 2-Yo
Kirby's Air Ride
L = 12
L.A. Heist, The Italian Job
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg. of Zelda: Majora's Mask
Legends of Wrestling 2
Lode Runner
Looney Tunes: Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 13
Madden NFL 2002
Madden NFL 2004
Magical Mirror
Majora's Mask
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4*
Mario Party 5
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Men In Black 2 Alien Escape
Metal Arms: Glitch in System
Metal Gear Solid: T. Snakes
Metroid Prime
Micro Machines
Minority Report
Mission Impossible: O. Surma
Mortal Kombat: Deadly All.
N = 14
NBA Live 2004
NBA Street Volume 2
Need for Speed Undergrnd
Need for Speed: H. Pursuit 2
NFL Street
Nightfire
O = 15
Ocarina of Time: Zelda
OO7 Agent Under Fire
OO7 Nightfire
P = 16
Phantasy Star Online
Pikmin
Prince of Persia: S. of Time
R = 18
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rise of Sin Tzu
Robotech: Battlecry
Rocky
S = 19
Sands of Time, P. of Persia
Scooby Doo: Night of 100 F.
Scorpion King
Shrek: Extra Large
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Spy Hunter
Spyro: Enter the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Sword of Vengeance
T = 20
Tak and the Power of Juju
The Hobbit
The L. of Zelda: Majora's M.
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Scorpion King
The Simpsons: Hit & Run
The Sims: Bustin' Out
The Twin Snakes
Thirteen
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
U = 21
Underground, Tony Hawk's
Universal Studios Adventure
V = 22
Velocity X, Hot Wheels
Vexx
Viewtiful Joe
Virtua Striker 3: v2002
V-Rally 3
W = 23
Wario World
Wind Waker
Wolverine's Revenge
Worms 3D
Worms Blast
Wreckless: Yakuza Mission
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Z = 26
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: The Wind Waker
Zoocube
0-9 = 27
007 Agent Under Fire
007 Everything or Nothing
007 Nightfire
1080 Avalanche*
18 Wheeler
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Dragonball Z: L. of Goku 2
Finding Nemo
GT Advance: Championship
Harvest Moon: F. of M. Town
Lord of the Rings: F. of Ring
Metroid: Zero Mission
Need for Speed Undergrnd
Pokemon Blue
Pokemon Gold
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Ruby Pokemon
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